

# STEVEN DRAIN

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## PROFESSIONAL SUMMARY

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Computer science student specializing in Games, Interactive Media, and Mobile Technology, with 6+ years of programming experience in HTML, CSS, JavaScript, SQL, and C#. Skilled in software development, UX testing, and cross-functional technical problem solving. Experienced supporting customers, managing systems, and handling systems in a fast-paced retail environment.

## TECHNICAL SKILLS

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**Languages & Web:** HTML, CSS, JavaScript, SQL, C#

**Tools & Platforms:** GitHub, Bootstrap, Adobe Suite, Autodesk Maya, Unity, Visual Studio Code

**Concepts:** UX Testing, Software Development

## EMPLOYMENT HISTORY

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**Retail Shift Lead** — Boise State Bookstore

*Nov 2025 – Present*

- Supervised daily store operations and resolved technical and customer-facing issues across point-of-sale.
- Delegated tasks to sales associates and managed opening and closing procedures.

**Tech & Sales Associate** — Boise State Bookstore

*Sep 2024 – Nov 2025*

- Managed technology and supply inventory using internal retail software systems.
- Processed payroll deduction and Chapter 31 (VA) payments and coordinated special orders for customers.

**Snack Shack Intern** — North Star Charter School

*Aug 2021 – May 2022*

- Developed business plans to streamline operations, including scheduling, inventory tracking, and budgets.
- Managed a small team and maintained supply chain logistics to meet profitability goals.

## PROJECTS

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**Filter Table Website** — HTML, CSS, JavaScript, SQL

*GIMM 2024*

An interactive web application enabling data filtering and display, demonstrating database query skills.

**Data Visualization Website** — HTML, CSS, JavaScript, Bootstrap

*GIMM 2023*

Developed a responsive, data-driven website using Bootstrap, presenting structured information across devices.

**The Ark — 3D Stealth Game** — Unity, C#

*GIMM 2023*

Designed game systems and programmed mechanics within Unity as sole designer and programmer.

**Project Soulbound** — Unity, C#

*Torchfire Studios Capstone Work (2025–Present)*

Contributing as a programmer on an ongoing game development project within an indie studio environment.

**Gym-sperience** — 3D Video, Script Writing

*GIMM 2023*

Produced and edited an interactive VR video experience, 3D video editing, and post-production.

## EDUCATION

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**Bachelor of Science — Games, Interactive Media & Mobile Technology**

*May 2026*

Boise State University — Boise, Idaho