

Jeffrey Stevenson

12251 Knights Crossing Circle,
Apartment 8-207-B
Orlando, FL 32817
(757) 234-9756
je996047@ucf.edu

Summary and Skills

- Digital Media – Game Design Major with experience using a variety of game development tools, such as Unity, Unreal Engine, and GameMaker Studio
- Proficient in coding and game programming with C#, C, Python, and Java
- Experience designing and programming video game mechanics from ideation to implementation
- Experience working on a team and communicating with artists, designers, and other programmers on a team to develop games

Experience

January 2023 – Present

Limbless Solutions - Orlando, FL – Associate Scholar - Games Team

- Helped develop gamified training programs to help children with limb differences learn to use prosthetic limb enhancements using video game technologies
- Worked as a programmer and gameplay designer on *Quantum's Pursuit*, an upcoming 2D action-platformer and Unity For Humanity Grant recipient in 2023 that integrates electromyography technology with game controls for players with limb difference
- Gained experience with electromyography and eye-tracking technologies as game controllers
- Worked on building games for both mobile and computer functionality
- Represented the organization at I/ITSEC 2023 presenting *Limbless Journey*, a hands-free electric wheelchair simulator game and winner of Best Student Developed Game at the I/ITSEC Serious Games Showcase and Challenge
- Developed, programmed, and built a gamified Multi-Gesture EMG Flex Training application for use in clinical research on EMG flex technology, including creating game logic, handling EMG flex input, and CSV file output for research data

Education

August 2022 – Present

University of Central Florida - Orlando, FL – Digital Media (BA) – Game Design Track

- Student at the UCF Burnett Honors College

Awards

- National Merit Scholar Finalist – 2022
- Programmer on a Unity for Humanity Grant recipient game project