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# Stephan Datz

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## Career Objective

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To obtain a position in the game industry and gain valuable relationships and experience while finishing my degree in Computer Science and Game Design. Willing to relocate.

## Technical Summary

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I have always been very involved with computers. My love for gaming has led me to learn many different aspects and programs on the PC. This hobby has taken me from video editing, to Photoshop, 3D modeling software databases, and programming in Java, C# and C++. I have a lot of experience across a wide variety of game development areas. I am actively looking for a position as a designer or gameplay programmer. I am fully confident in my abilities either role, as well as many others. Please see my portfolio for an extensive list of examples.

<https://sfdatz6.wixsite.com/website>

## Skills

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|-------------|-----------------|
| ✓ C#        | ✓ Unity         |
| ✓ Lua       | ✓ Git/SVN       |
| ✓ Photoshop | ✓ VFX (shaders) |
| ✓ SQL       | ✓ Agile         |

## Employment History

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### Flying General Games

Jan 2021 - Present

*Owner, Game Developer*

- Building and managing a team of 15 focused on creating a new IP
- Many Hats:
  - Lead Programmer (*Unity*), Designer, Producer and Creative Director

### UW-Stout Manufacturing Outreach Center

Sept 2020 - Present

*Game Developer*

- Coding within existing game engines (*Unity*) to create desired gameplay
- Designing and creating technical specifications for gameplay features and systems
- Working closely with artists /other designers to create and iterate on game features
- Developing milestones and schedules
- Creating networked gameplay across multiple similar devices
- Using strong critical thinking to problem solve and debug programs
- Contribute unique, personal ideas toward all aspects of the game's production and development
- Work closely with UW-Stout MOC staff to understand and incorporate beneficial features
- Participate in the process of testing game and concepts with UW-Stout MOC staff and manufacturing clients to gauge effectiveness toward goals

### Menards

June 2020 - Sept 2020

*Full Stack Intern*

- A focus on testing while updating a legacy system used in all factories across the US. Everyday work crossed many different technologies.
  - Java, JavaScript, Progress, SQL, Ajax, Web Speed, Excel.

### UW-Stout

Sept 2019 – May 2020

*IT Lab Assistant*

- Necessity to gather and convey clear concise information for troubleshooting.
- Complex problem solving
- Strong emphasis on importance of teamwork

## Education & Certificates

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### **University of WI-Stout**, Menomonie, WI

**Expected May 2022**

- B.S in Computer Science and Game Design
- 3.8 GPA

### **University of Milwaukee**, Milwaukee, WI

**2017-19**

- Computer Science Major
- Java -strong foundation and proficiency.
- Overall GPA: 3.2 // GPA in Major: 3.8

### **Agile Project Management Principles**, Lynda.com

**April 2018**

- Managing and implementing projects in small chunks of work
- Sticking to a shared schedule during sprints
- Ability to adapt when the project is changing by utilizing life cycle stages
- Strong emphasis on teamwork and communication

### **ITT Technical Institute**, Greenfield, WI

**Graduation: July 2011**

- Associates in Visual Communications - Multimedia
  - Cumulative GPA: 3.56; Recognized for achieving Academic Honors
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