Steven Drovie

Gameplay Programmer

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↖ stevendrovie.com

Education

Bradley University
Bachelors of Science
2021 | Peoria, IL
Major | Game Design
Minor | Computer Science

Certificates

Certified Accessible Player Experience Practitioner
The AbleGamers Charity

Languages

C++ | C# | Lua

Software

Visual Studio | Unreal Engine | Unity

Perforce | Jira | Confluence | Miro

Projects

Saints Row (2022) DLC
Mission Programmer | Volition
August 2022 – July 2023
- Architected DLC missions for *A Song of Ice & Dust* expansion
- Refactored missions and C++ game systems to improve the quality of player experiences
- Fixed bugs across missions and open-world activities

Saints Row (2022)
Mission Programmer | Volition
May 2021 – August 2022
- Owned multiple missions from production through release
- Prototyped and developed mission content
- Fixed bugs across all missions

A Cog in the Cosmic Machine
Lead Programmer | Game Design Capstone
August 2020 – May 2021
- Managed a team of programmers using Jira to coordinate tasks and schedule
- Designed, prototyped, and polished core gameplay mechanics using Unity and C#
- Maintained GitHub project and build system for continuous integration and deployment

Experiences

Volition
Programmer
May 2021 – August 2023 | Champaign, IL
- Implemented mission logic through visual scripting and world editor in a proprietary engine
- Extensive debugging in C++ and performance testing of mission content across PCs and consoles
- Collaborated with a multidisciplinary team to achieve a cohesive vision of missions
- Supported multiplayer co-op functionality for mission content
- Participated in Sustainability Group focused on Future Developers through studio visits and presentations

Applied Systems
Wed Design and User Experience Intern
May 2018 – August 2018 | University Park, IL
- Modernized the design of Applied Epic's product feedback site using HTML and CSS to enhance customers' experience
- Analyzed user-created tags in Microsoft Excel to give project managers clear user feedback
- Conducted user research through *SurveyMonkey* to gather customers' feedback on upcoming features