



# STEVEN CODY HARDY

601-573-0371

Schardy447@gmail.com · <https://schardy.weebly.com/>

## Skills

- Programming in C#
- UI/UX Design
- Systems Design
- Playtesting
- Level Design
- Visual Scripting
- AI Scripting
- VR Design

## Tools

- Unity Engine
- Unreal Engine
- Adobe Photoshop
- Maya Autodesk
- Figma
- Blender

## Experience

**SUMMER 2022 – SPRING 2023**

### “OPERATION RNG”- SOLO DESIGN PROJECT

*Student Game Project - DigiPen Institute of Technology*

Worked on a systems design based solo project in Unity, incorporating elements of AI design and systems design to experiment with and implement different mechanics in a coherent way to make a Rogue-like First Person Shooter game.

**FALL 2022**

### “ABIogenesis”- LEVEL/PUZZLE DESIGNER

*Student Game Project - DigiPen Institute of Technology*

Worked one semester on an Unreal Engine VR horror game project as a level designer and puzzle designer. Designing around a unique movement system and creating puzzles to fit allowed me to learn much about both visual scripting, Unreal Engine, and VR development.

**AUGUST 2021 – SPRING 2022**

### “PIÑATA PANIC”- UI/UX DESIGNER

*Student Game Project - DigiPen Institute of Technology*

Led my team’s UI/UX design decisions and work with Unreal Engine to make sure these feedback systems and User Interface systems are designed and working properly.

**JANUARY 2020 – DECEMBER 2022**

### “SPACE TEACHING ASSISTANT”

*DigiPen Institute of Technology*

Helped manage the lab space at DigiPen, aiding students with program installation and overseeing the happenings of the game team labs to ensure events in the labs run smoothly.

## Education

**SEPTEMBER 2019 – APRIL 2023**

### BACHELOR OF ART IN GAME DESIGN

*DigiPen Institute of Technology*

Graduate of DigiPen Institute of Technology with a Bachelor of Arts in Game Design. I am specializing in User Interface/User Experience Design as well as Systems Design.