

Steven Gast

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SKILLS

Engine: Unreal Engine 5, Godot, Roblox Studio, RPGMaker

Source Control: GitHub, Perforce, Unreal Game Sync, Diversion

Scrum: Jira, Confluence, Trello

Design: Technical, Combat, Systems, User Interface, Level

Programming: Unreal Blueprints, Python, C++, GDScript

Miscellaneous: Figma, Blender, Adobe Photoshop, Adobe After Effects, OBS Studio

PROFESSIONAL EXPERIENCE

Design Intern (Dune Awakening)

June 2025 - August 2025

Funcom

Durham, NC

- Designed microenvironments for the player to explore in a live service event
- Developed reusable blueprint systems for future live service events
- Implemented multiple new weapons, armor, and emotes for upcoming DLC
- Identified, documented, and resolved gameplay bugs

Programming Intern (Red Circuit Rebellion)

March 2025 - June 2025

Otisco Studios LLC

Remote

- Developed the locomotion and implemented the animations for the player character
- Designed the overhear, firing, and missile systems for the player character
- Worked on the enemy artificial intelligence's reaction to the player character

PROJECTS (cenocaster.itch.io)

Paper Pals (Unreal Engine 5) - Team of 6 - Gameplay Designer/Programmer

2024-2025

- Developed and designed the player characters and their abilities
- Implemented the user interface for the main menu and character
- Programmed the multiplayer system to work locally for up to four players

Zomboween Aparkolypse (Unreal Engine 5) - Team of 4 - Project Lead/Programmer

2023-2024

- Conceptualized the game idea and managed three others working on it
- Developed and designed the player character and all the weapon systems
- Implemented the wave system and the enemy artificial intelligence

EDUCATION

M.A. Communication and Business Leadership

August 2024 - May 2025

High Point University

High Point, NC

- Received the Agility and Resilience Award
- Worked as a Student Instructor for multiple Game Design courses
- Attended and ran a booth at both GDC and Pax East

B.A. Game Design and Interactive Media ; B.S. Physics

August 2020 - May 2024

High Point University

High Point, NC

- Received the Best Designer Award and Certificate of Appreciation
- Vice President of IGDA and Club Ambassador for Game Design Club
- Led multiple workshops focused on improving in game development