

## GARY STEWART

Game Designer

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### SUMMARY

Creative Game Designer proficient in Unreal Engine, Unity, C++, and C#. Successfully redesigned large-scale game environments, notably contributing to projects featured in official Game Jam showcases. Passionate collaborator committed to delivering immersive player experiences through meticulous prototyping and iterative testing.

### EDUCATION

BFA in Digital Media Design & Game Design, University of Connecticut, Storrs, CT, May 2025

Relevant Coursework: Game Programming, Sound Design, Adobe Illustrator, Adobe Photoshop, Game Scripting, Storytelling, 3D Virtual World & Simulation, Core Gameplay Design, Systems Design, AI Programming, Game Engines (Unreal, Unity)

### WORK EXPERIENCE

**Level Design Intern** | Castix LLC | Summer 2025

- Modified and redesigned two large-scale game environments to align with lore, faction history, and player navigation flow.
- Enhanced terrain, architecture, and faction-based zones using custom assets and narrative-based design goals.
- Identified and resolved major map issues including terrain clipping, geometry misalignment, and texture z-fighting.
- Implemented environmental storytelling through strategic placement of gameplay features, safe/danger zones, and interactive elements.

**Game Design Intern** | University of Connecticut | Summer 2023 | VR Simulation Project

- Collaborated with UConn's Psychology Department to develop a VR simulation supporting addiction treatment research.
- Designed interactive virtual scenarios enabling patients to confront and destroy addictive stimuli as therapeutic interventions.
- Implemented iterative feedback from psychology researchers, enhancing usability, immersion, and therapeutic efficacy.
- Optimized UX and interaction design, ensuring intuitive patient engagement and successful study integration.

**Video & Sound Technician** | Kuhn Copper Solutions | June 2021-Present [Video Channel](#)

- Edited and optimize marketing and instructional videos, increasing viewer engagement and satisfaction scores by 20%
- Ensure high production quality by managing video and audio assets, maintaining consistency and clarity in final outputs.

### SKILLS

- **Programming Languages:** C++, C# (Unity), Blueprints (Unreal) with experience in scripting and game mechanics
- **Game Engines & Tools:** Unreal Engine 4/5, Unity, Blender, Hammer World Editor, Adobe Illustrator, Adobe Photoshop
- **Game Development:** AI Behavior, Level Design, Combat Systems, Prototyping, Visual Storytelling, Strong foundation in game development principles and user-centric design
- Team Collaboration, Clear Communication, Problem-Solving, Rapid Iteration, Feedback Integration

### PROJECTS

**Global Game Jam 2023, 2024, & 2025**, Gameplay Designer, Asset Management, Sound Technician | [Roxy Clean: Soap Skater](#)

**Achievement:** Featured in the official Game Jam showcase with positive feedback.

- Developed innovative gameplay mechanics under tight deadlines.
- Enhanced design and sound functionality, increasing player immersion.
- Selected for the official Game Jam showcase due to innovative gameplay.

**Personal Projects—Multiplayer Game Prototypes** | [Portfolio](#)

**Garry's Mod Multiplayer Map**

- Designed a multiplayer Trouble in Terrorist Town (TTT) map featuring pathways and interactive scripted traitor traps.
- Integrated a physics-based bowling system and customized elements tailored for engaging multiplayer experiences.
- Enhanced skills in level design, gameplay scripting, and environmental interaction.

**Garry's Mod Dark Ride Map**

- Developed a linear, immersive theme park dark ride experience using environmental storytelling and scripted narrative.
- Utilized Hammer World Editor to create detailed set-pieces, enhancing atmosphere and player immersion.
- Focused on advanced scripting techniques to simulate interactive and timed ride events.

### Honors & Activities

- Esports Overwatch Competitor: CT Regional 1st Place Spring/Fall 2019, 2nd Place 2020 EGF High School Championship, ESPN Wide World of Sports ([Zuem Competitor Highlights](#))
- Vice President, Fairfield Ludlowe Esports Club 2020-2021
- Eagle Scout, Boy Scouts of America, 2021
- IBM Design Think Badge, 2022