

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, 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.
- Increased research participant engagement by optimizing UX design and simulation interactivity.

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

- Edit 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