

# Amy Stewart

GAME AND VR DEVELOPER

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Unity / Web Engineer, focused on Game Development, VR/AR, and Narrative games.

## EDUCATION

**CARNEGIE MELLON UNIVERSITY, ENTERTAINMENT TECHNOLOGY CENTER**  
Masters of Entertainment Technology | May 2016

**UNIVERSITY OF NORTH CAROLINA ASHEVILLE**  
B.A. in Multimedia Arts and Sciences, Interactive Design  
Minor in Computer Science | May 2006

## EXPERIENCE

### DIRECTOR OF ENGINEERING

Construct Studio Inc. | Jun 2016 - Present

Led the development of multiple VR and AR client and internal project. Managed the engineering team's schedule, scope, and resources for multiple internal and client projects.

Rapidly prototyped new game mechanic concepts in Unity for game designers to test, then built out prototypes into full working systems. Wrote C# code for hand interactions, events, IK rigs and physics.

Developed Unity editor tools and import pipeline, utilizing Unity Editor GUI scripting

Designed and developed a Maya Plugin in Python to set up and export a model in a custom container with gameplay related metadata. Designed and developed a JSON Schema and Javascript based JSON Template Editor for custom container metadata input and output.

Narrative Designer of The Price of Freedom. Designed VR environments to create an immersive narrative experience, as well as creating story and writing dialog

### FULL STACK / FLASH ENGINEER

Unique Logic & Technology | May 2007 - Mar 2014

Designed and implemented applications for various client products and internal use with Web2py and Javascript. Developed Flash based chat and video software implementing socket technology and streaming video.

Designed and developed ADHDNanny.com, a Flash based web application. Built flash front end and PHP/MySQL Backend. Created illustrations, character designs, animations, print media.

## OTHER PROJECTS

### GAME DESIGNER AND ENGINEER

Beatstep Cowboys | Jan 2016 - Present

Designed levels and Gameplay mechanics and interface for a Twitch Play version of the game to mitigate lag between chat input and video output, utilizing the Twitch API and NodeJS

## KNOWLEDGE

Unity3D  
C#  
Vuforia  
ARKit  
Python  
Javascript  
HTML5  
PHP  
MySQL  
Photoshop  
Flash  
Git, Plastic SCM

## OTHER SKILLS

Project Management  
Game Design  
Game Writing  
Sound Design

## CONFERENCES

**Unity Vision Summit 2017**  
Panel: VR Narrative Design

**Realities 360 2017**  
Talk: Narrative Design VR

**Siggraph 2016**  
Electronic Village: Imago,

## AWARDS

**Best Cinematic VR Nominee**  
The Price of Freedom  
Unity Vision Awards  
Unity Vision Summit 2017

**Best Game**  
Beatstep Cowboys  
Intel University Showcase  
GDC 2017