Stephen A. Hough

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Software engineer with multiple products shipped end to end.

Experience

Independent Software Developer **Jan 2021 — Present**
Hough Studio

Built, shipped, and maintained independent PC/Mac games and interactive software, owning engineering, design, platform integration, content pipelines, and post-launch updates.

- Shipped **Golf Around**, a multiplayer PC/Mac golf game featured on the Steam bestseller list and rated 94% positive. Executed several post-launch updates.
- Generated significant organic reach, including 20M+ YouTube views across creator/player content.
- Supported a creator ecosystem with 2,000+ user-created levels, custom 3D model importing, and multiple major content updates.
- Shipped **Golf Around 2**, a sequel with redesigned systems, expanded content, and new technical architecture.

Network Engineer, Contract **Mar 2024 — May 2024**
Blinkmoon Games *Vancouver, BC, Remote*

- Improved session flow, stability, and performance through network programming.
- Optimized compilation workflows involving shaders and external packages, resulting in order-of-magnitude speedups.

Engine Programmer **Sep 2018 — Oct 2020**
Cybernetic Entertainment *Dallas, TX*

- Built edutainment prototypes involving robotic characters, real-time animation, tutoring flows, and interactive gameplay.
- Built a piano tutor prototype that parsed arbitrary MIDI files, simplified arrangements into playable note sequences, generated finger assignments, and rendered performances with inverse kinematics.
- Built a chess tutor prototype with a custom chess engine, move-evaluation logic, and inverse-kinematic character animation.

Projects

RPGenius *Ongoing project*
Building an AI-powered RPG creation application. Allowing the user to start from an arbitrary prompt, the engine builds cell based worlds, terrain, questlines, 3d models, and other in-game content. Designed with a highly modular custom data format aiming for AI integration.

IISolver: AI Poker Solver (Original repository) *Ongoing project*
Developed a CFR+ poker solver for an undergraduate thesis focused on high-performance computing with MPI (advisor: A. X. Jiang). Now revisiting the work with a new implementation.

MIDI Magician
Built a music visualization/piano education system involving MIDI parsing, timeline playback, scrubbing, synchronized 3D animation, and interactive playback.

Education

Bachelor of Science in Computer Science **May 2018**
Trinity University

Additional

Technologies C#, C++, Python, Unity, Unreal

Interests Chess Expert (2070 FIDE, 2600+ online rating) • Piano player & composer • Japanese speaker