



Stephen Hough

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sahough.com

ABOUT

I am a versatile software developer with 6 YoE in game development and 3D interactive software.

Strongest Areas: Physics, UI/UX, Multiplayer/Networking, Graphics

Strongest Technologies: C#, Unity, C++, Unreal

EXPERIENCE

Hough Studio

Oct 2020 – June 2024

Developer - “Golf Around!”

- Multiplayer golf game for PC / Mac
- Featured on Steam bestseller list, 94% Positive user reviews
- 16,000,000+ Youtube views
- Includes 2000+ custom levels created by users
- Skills: Network and physics programming, 3D modeling, UI design, level design, Steam inventory, user-generated content, runtime 3D model importing, audio production
- Technologies: C#, Unity, PhysX, Photon Networking, Steam API

Developer - “Golf Galore”

- Prior version of Golf Around containing many similar themes

Multiplayer Engineer, Blinkmoon Games

Mar 2024 – May 2024

Vancouver, BC (Contract)

- Network programming to improve session flow, stability, and performance in *Necromantic*
- Technologies: C#, Unity, Photon Fusion

Unity Game Engine Programmer II, Cybernetic Entertainment

Oct 2018 – Sep 2020

Dallas, Texas

- “Luminant Robots” unreleased prototypes – educational apps based on robot characters
- A virtual piano player that can play MIDI songs, with inverse kinematics and a MIDI parser
- A virtual chess player with inverse kinematics, custom chess AI, and input for a human player
- Skills: Physics programming, data formats, UI design/programming
- Technologies: C#, Unity

EDUCATION

Trinity University, San Antonio, Texas

May 2018

B.S. Computer Science (Major GPA: 3.8)