

Stephen Hough

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About

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

Education

Trinity University San Antonio, TX
B.S. in Computer Science (3.7/4.0) May 2018

Experience

Self Employed San Antonio, TX
Hough Studio Oct 2020 – Aug 2024

- Developed [Golf Around!](#), a multiplayer minigolf game
- Golf Around includes online play, a custom map creator, 3d model importing, 11 official levels, and a wide variety of game modes
- Golf Around gained popularity on [Youtube](#)
- Developed [Golf Around! Lite](#), a free demo version
- Developed [Golf Galore](#), a similar multiplayer game
- Other projects in development, such as [Notedrop](#), a multiplayer MIDI rhythm game

Multiplayer Engineer Remote Contract
Blinkmoon Games Mar 2024 – May 2024

- Improved network session flow and stability in *Necromantic*, a survival / school simulation game
- Optimized project shader usage, build times and frame rates - reduced build times by 80%

Programmer II Las Colinas, TX
Cybernetic Entertainment Oct 2018 – Sep 2020

- Developed a series of edutainment product prototypes involving robotic characters
- Developed a piano tutor prototype which can parse arbitrary MIDI files, condense them to a human playable series of notes, assign specific fingerings, and render the song with inverse kinematics
- Developed a chess tutor prototype with a custom chess engine AI and inverse kinematics

Skills

Languages: C#, .NET, C++, Java, SQL

Technologies: Unity Engine, Unreal Engine, Godot, PhysX, Photon Networking

Specialties: Network Programming, Artificial Intelligence, User Generated Content, User Interface, Inverse Kinematics, Physics Simulation

Projects

Undergraduate Thesis in AI

- Developed [IISolver](#), an AI poker player using counterfactual regret minimization, including a distributed, parallel implementation with MPI, advised by Albert Xin Jiang
- Tools Used: C++, MPI, Java