Steve Hough

San Antonio, Texas
sahough.com

Hello there! I am a versatile software developer with experience in game development & 3D educational software.
I prefer working in complete end-to-end creation.
Reach out at hi@sahough.com.

EXPERIENCE

Hough Studio   *Oct 2020 – Present*
Game development
"Golf Around!"
• Multiplayer Mini Golf game featured on Steam bestseller list
• Featured on YouTube with over 16 million views
• Includes level editor with thousands of user-created levels
• Technologies involved: C#, Unity, PhysX, Photon Networking, Steamworks.NET API
• Support for PC/Mac
"Dungeon Gang" (Sep 2025 Release)
• Multiplayer role-playing & dungeon crawl experience
• Support for custom scenario creation – create traps & puzzles for your friends
• Classic RPG mechanics such as melee, spellcasting, and character building

Multiplayer Engineer, Blinkmoon Games   *Mar 2024 – May 2024*
Vancouver, BC (Remote Contract)
• Multiplayer programming for session flow and in-game stability
• Unity Engine expertise in various areas, especially optimization
• Managing Steam store back-end

Engine Programmer II, Cybernetic Entertainment   *Oct 2018 – Sep 2020*
Dallas, Texas
• "Luminant Robots" prototypes – educational apps based on robot characters
• Prototyped a virtual piano tutor that can play arbitrary songs, using a MIDI parser and inverse kinematics
• Prototyped a virtual chess tutor that includes inverse kinematics for manipulating the board
• Skills involved: Physics programming, data formats, UI design/programming

Some Miscellaneous Projects:
• Golf Galore (Released) – An earlier version of multiplayer Mini Golf
• Catgirl Chess (Released) – A casual multiplayer 3d chess game
• Notedrop (Unreleased) – A multiplayer note chasing game featuring MIDI processing
• Spellfield (Discontinued) – An original pixel RPG with farming, combat, crafting & magic

EDUCATION

Trinity University, San Antonio, Texas   *May 2018*
B.S., Computer Science, *cum laude,* Major GPA: 3.81