

Steven Bruns

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[Linkedin Portfolio](#)

PROFESSIONAL SUMMARY

I am an ambitious Game Designer passionate about creating highly polished, exciting, and joyful player experiences. As a graduate with a B.S. in Game Design from Champlain College, I have developed over 3 shippable prototypes, utilizing engines such as Unreal Engine 5 and Unity. I thrive in collaborative environments, and work to bring ideas to life!

PROJECT EXPERIENCE

Pick Some Axe - Puzzle Platformer

August 2025 - May 2026

System, Narrative, Level, and Sound Designer

Champlain College, Burlington, VT

- *Designed and implemented core gameplay systems using C#, including the physics-driven "Belly Bash" traversal and combat mechanic.*
- *Co-designed and implemented level environments such as "The Grove", integrating interactive puzzle elements such as movable minecarts.*
- *Authored the game's narrative and produced comprehensive sound design, including custom sound effects and character voice-over.*
- *Collaborated within a 12-person agile development team, maintaining documentation and version control.*
- **Tools Used:** *Unity, C#, Git, Jira, Confluence, FL Studio*

A Squirrely Story - Puzzle Platformer

January 2025 - May 2025

Lead Designer, Product Owner

Champlain College, Burlington, VT

- *Led the design and product direction captured in visual design documents for a 14-member team, ensuring a consistent creative vision across all aspects of the game.*
- *Iterated on and implemented gameplay features in Unreal Engine to maintain consistent design vision, and to deliver a well polished final product.*
- *Applied Agile project management methodologies through Jira and Confluence to track sprint progress, and ensure deliverables were completed on time.*
- *Maintained project scope over the duration of development, choosing how to either evolve or cut specific elements due to strict time constraints.*
- *Managed version control to coordinate level and asset updates between designers, artists, and programmers.*
- **Tools Used:** *Unreal Engine 5, Blueprints, Tortoise SVN, SourceTree, Jira, Confluence*

TD FPS: Poly Defense - First-Person Tower Defense Hybrid

2025 - 2026

Solo Developer

Independent

- *Designed and engineered a hybrid action and strategy gameplay loop from scratch utilizing Unreal Engine 5 Blueprints.*
- *Developed dynamic AI pathfinding and a shared economy system to reward strategic adaptability during gameplay.*
- *Created stylized 3D voxel assets and implemented original audio to create a cohesive aesthetic.*
- **Tools Used:** *Unreal Engine 5, Blueprints, Blockbench, FL Studio*

Chop-Off! - Educational Game

April 2024 - May 2024

Designer

Champlain College, Burlington, VT

- *Created and implemented false loading screens to encourage players to learn more about Lumberjacking, rather than allowing them to simply skip and play.*
- *Designed and conducted QA tests to identify gameplay and control issues, then implemented gathered feedback to improve pacing and the overall player experience.*
- **Tools Used:** *Unity, C#, Git, Confluence, Jira*

ADDITIONAL EXPERIENCE

Online Grocery Shopper

- Performs product quality and quality assurance to ensure customer satisfaction.
- Communicates with customers to support a positive shopping experience.
- Dispenses completed orders to customers within a sufficient amount of time.
- Collaborates with peers to ensure fluidity in our process.

July 2021 – Present
Walmart, Hinsdale NH

EDUCATION

Bachelor of Science Degree in Game Design, Minor in Game Programming

May 2026
Champlain College, Burlington, VT