## Stefan Sain Lopuszanski

http://www.linkedin.com/in/Stexe portfolio: http://www.Stexe.com THE GAME IS AFOOT ARCADE, Warrington, PA May 2016 - Present EXPERIENCE: **Technician / Sales Associate** Solved technical support issues dealing with arcade machines, emulation devices, and • computer errors Ensured customers found enjoyable games and had the best experience possible EXPEDITION ESCAPE, Montgomeryville, PA April 2017 – February 2018 Game Master Greeted customers, ran through rules, operated the escape rooms, reset the rooms Suggested ways to improve the escape rooms to deliver a better customer experience DEFEND THE CAKE, LLC June 2017 – July 2017 Beta Tester / QA; Contract (Defend The Cake) Reported numerous bugs through a bug tracking system Suggested various gameplay and level progression improvements CIPHER PRIME, Philadelphia, PA June 2012 Beta Tester (Splice) - Winner of "2011 Intel Level Up contest for Best Puzzle Game" Documented many bugs, gameplay problems, and potential user-feedback issues Proposed a multitude of UI and level advancements ACTIVITIES & AWARDS: Conference Associate, Game Developers Conference, 2013 – 2018 Lead Game Designer & Producer, Philly / Global Game Jam, 2011 - 2018 Steam Workshop Gameplaywright's "The White Box" for Tabletop Simulator, 2018 Content Design, Card Hunter by Blue Manchu, 2015 LinkedIn Forum Helper, "Riot Careers," 2012 - 2013 Co-Organizer, weekly board game group, 2007 – Present Co-Coordinator, monthly RPGA D&D, 2001 - 2010 EDUCATION: TEMPLE UNIVERSITY, Fox School of Business, Philadelphia, PA

Bachelor of Business Administration, Graduated: May 2012 Major: Marketing GPA: 3.45 | Dean's List, Fall 2009 – Spring 2012 Study Abroad: Temple University Japan, Summer 2010

> MONTGOMERY COUNTY COMMUNITY COLLEGE, Blue Bell, PA Associate in Applied Science; Associate of Arts, Graduated: Spring 2009 Majors: Electronic Game Design and Simulation; Liberal Arts GPA: 3.6 | Dean's List, Fall 2007 - Spring 2009

## **SKILLS & LANGUAGES:**

- Microsoft Office Suite •
- **Google Docs** •
- Unity advanced •
- C# / C++ / Java basic
- Japanese basic

- Autodesk Maya / 3ds Max
- Adobe Photoshop / GIMP
- Adobe Illustrator / Inkscape
- Final Cut Pro
- Pro Tools

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