

Steven Sturm

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Education

BACHELOR OF SCIENCE IN GAME DESIGN | MAY 2024 | BRADLEY UNIVERSITY, PEORIA, IL

- Graduated with a minor in Creative Writing
- Contributed to a total of 8 game development projects, including:

OUR NAME IS THE STARS | STORY-DRIVED SPACE EXPLORER | NARRATIVE TEAM LEAD

- Led a multidisciplinary narrative team to craft the story and characters integral to our vision.
- Met and communicated with other functional and production teams to keep a consistent pace.
- Scheduled and held casting calls with local actors to give our characters life.

THE SIMIAN INSTITUTE | FIRST-PERSON SURVIVAL HORROR | PRODUCER

- Led a multidisciplinary team of developers to maintain a fast-paced production schedule.
- Crafted a dark atmospheric narrative with branching endings and character dialogue to match.
- Assembled, recorded and edited sound effects for characters and the environment.

TIMMY'S DUNGEON | 2D TOP-DOWN PUZZLE CRAWLER | PRODUCER

- Led a multidisciplinary team of developers to maintain a consistent vision and production scope.
- Crafted a silly and light-hearted narrative and wrote a plethora of character dialogue to match.
- Assembled our map layout on a macro scale in-engine with sprite-based tile sets.
- Implemented art assets and animations, with frequent in-engine interactions between the two.

Work Experience

PRODUCTION INTERN | FEMNIFESTO PRODUCTIONS | JANUARY 2023 – APRIL 2023

- Heavily collaborated with our client to achieve a consistent production timeframe and vision for the pilot season of Demi Austin-Thomas's "Girl, I'm Stuck Podcast Powerplay."
- Single-handedly produced and launched a ten-episode self-hosted podcast discussing a variety of subject matters titled "Rank The WORLD."
- Maintained a fast-paced weekly schedule of multiple simultaneous productions involving communication, audio editing and launching content onto platforms such as Spotify and YouTube.

EDITING INTERN | INDIECADE | JUNE 2022 – AUGUST 2022

- Organized archived footage from IndieCade's Twitch webcast page and exported episodes of their live show "Beyond Screens" to YouTube.
- Edited and polished an aggregation of footage from "IndieXchange 2022" into an easily-viewable fashion for launch on YouTube.

Skills & Abilities

- Technical: Adobe Creative Suite, Microsoft Office, Google Suite, JIRA, Unity, Open Broadcaster Studio
- Personal: Communication, Organization, Creativity, Adaptability, Collaboration, Independently-Driven