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STEVEN GREENBANK

EDUCATION

University of Regina, Regina – BSc Computer Science w/ Creative Technologies Concentration

SEPTEMBER 2011 – MAY 2021, REGINA

Studied Computer Science, first with a minor in creative technologies that then moved into a concentration in creative technologies.

SIAST, Regina – New Media Communications

SEPTEMBER 2010 – JUNE 2011, REGINA

Studied various sectors of the New Media landscape, including web development, digital video and audio and flash animation.

SIAST, Regina – Web Development

SEPTEMBER 2010 – JUNE 2011, REGINA

Learned web development tools such as drupal and did front-end web development for non-profits.

SKILLS

HTML – EXPERT	Javascript – EXPERT	LESS/CSS – Intermediate	Python – Expert
C++ – Intermediate	Java – Beginner	C# – Beginner	Node.JS – Expert
Socket.IO – Intermediate			

PROJECTS

Obfuscape! (Godot) – *Developer*

Capstone Project

An entirely self directed project made as the lone developer. A concentration game where the objective is to answer questions either correctly or incorrectly with very limited amounts of time. Emulates games like bop-it or warioware. Play on a phone and pass the game around hot-potato style with Pass-Play!

<https://inanefool.itch.io/obfuscape>

SegFault (Godot) – *Developer*

GLOBAL GAME JAM 2020 (Regina)

A godot game developed on top of an RPG template designed to educate users on the godot engine. Game was made with a team including an artist, musician, writer and two programmers, most of whom returned from once upon a planet.

<https://globalgamejam.org/2020/games/segfault-3>



(Art by Jolyn Michaelis @ScribbleJay)

Once Upon A Planet (Unity) – Developer

GLOBAL GAME JAM 2019, REGINA

A object-hunting visual novel game made in the Unity Game Engine for Global Game Jam 2019. Game was made in collaboration with an artist, musician, writer and a team of two programmers. A custom CSV-like scripting language was developed for the game to make scripting the game easier for non-programmers.

<https://inanefool.itch.io/once-upon-a-planet>



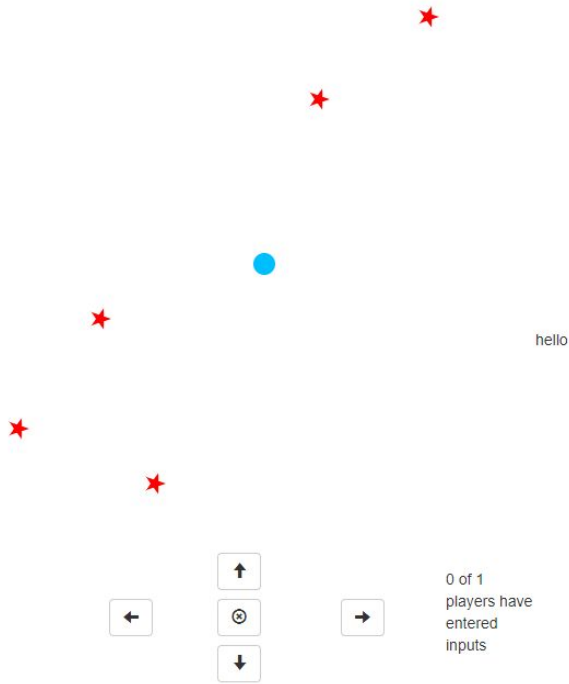
(Art by Jolyn Michaelis @ScribbleJay)

Teamwork Simulator (HTML5) – Developer

CLASS PROJECT (UNIVERSITY OF REGINA)

A game inspired by Twitch Plays Pokemon, players must direct the player character to several different goal posts, however during every turn players are voting for a given direction which the character then goes in all at the same time. Multiplayer is powered by Socket.IO

Play it with friends at: <https://teamwork-simulator.herokuapp.com/>



EXPERIENCE

Alttra Solutions, Regina – *Co Founder, Developer*

January 2015 – June 2019

- Worked on various scripts related to automated cryptocurrency trading with other developers.
- Did front end and back end javascript for web applications to be sold to financial institutions.

Saskatchewan Organization of Heritage Languages, Regina – *Volunteer Radio Host*

SEPTEMBER 2012 – MAY 2013

- Volunteer radio host for SOHL connection
- Interviewed various guests from organizations dedicated to advancing cultural and language knowledge for their countries of origin.

University of Regina – *Stage Hand, Tablet Manager*

JANUARY 2013 – MAY 2013

- Installed, Updated and otherwise maintained several tablets on a regular basis
- Assisted in the storage and transporting of equipment to and from practice sessions
- Assisted in the setup and tear down of the stage for the final performance