

STEPHEN OZAN

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EDUCATION

The University of Texas at Austin, Austin, TX

May 2025

Bachelor of Science, Arts and Entertainment Technologies, GPA: 3.95

Certificate in Elements of Computing - 18 Credit Hours

University of Texas Honors College Scholar

TECHNICAL SKILLS

- **Programming Languages:** C#, C++, Unreal Blueprint, Java, Python, JSON, XML, & HTML/CSS
- **Software:** Unity, UnityVR/AR, UnrealEngine, Godot, Maya, Blender, Adobe Substance Painter, Microsoft Office Suite
- **Pipelines:** Game Design, VR/AR Development, Technical Art, Modeling/Texturing, User Experience Design/Research

WORK EXPERIENCE

Oceaneering, Austin, TX

May 2025 - present

Simulation Software Engineering Intern

- Designed advanced particle systems in Unity to simulate realistic ROV propulsion and seafloor interactions.
- Recreated marine habitats by analyzing underwater footage and translating ecosystems into interactive 3D scenes.
- Optimized particle effects and physics simulations to maintain high performance in complex underwater environments.

The Commons XR, San Diego, CA

January 2025 - May 2025

Unity Development Intern

- Conducted weekly real-time simulation tests and resolved XR classroom functionality issues to enhance performance.
- Programmed network interactions using Unity's Photon Engine and assisted in UI/XR environment rebranding.
- Developed programmer documentation to support ongoing development and streamline debugging processes.

University Housing and Dining, Austin, TX

September 2022 - May 2025

Senior Resident Assistant

- Supervised 30 RAs and desk assistants while building community among 40+ residents through engagement initiatives.
- Chaired a signature event with an \$18,000 budget, leading planning and execution for 250+ attendees with multiple vendors.

PROJECT EXPERIENCE

Steamwell, Inc.

January 2025 - May 2025

Unreal Game Programmer & Build Manager

- Created and exhibited a 3D puzzle game project at SXSW and a departmental showcase with a 7-member team.
- Responsible for compiling weekly sprint builds, ensuring stability and progress for a semester-long capstone project.
- Programmed systems for object locomotion (pushing/pulling), data collection, player animation, and puzzle mechanics.

The Adventures of Ranger Raccoon

January 2024 - June 2024

3D Gameplay Engineer

- Partnered with medical professionals to build a Unity-based game promoting breathing exercises with a custom device.
- Developed procedural map generation, data tracking systems, and a UI tailored for healthcare professionals.
- Secured Bold Inquiry Incubator seed grant from UT Austin's OVPR to fund development and research.

Consider the Lilies

January 2024 - April 2024

3D Artist/Animator and Game Designer/Engineer

- Designed educational gameplay exploring mental health and faith using coping tools like journaling and stress balls.
- Built an Arduino-integrated interface and programmed dialogue, input, map exploration, and flight physics.
- Featured at the department-wide "Inside Out" Showcase, receiving positive feedback for innovative gameplay mechanics

LEADERSHIP & HONORS

Texas Convergent, University of Texas at Austin, TX

September 2024 - January 2025

Technical Lead

- Led a 10-person interdisciplinary team to develop a disaster relief awareness game in Unreal Engine for a nonprofit partner.
- Implemented a modular AI system for NPC behaviors and narrative-driven interactions, enhancing gameplay immersion.
- Mentored team members in core game design principles, guiding the development process from concept to execution.

Black Student Media Association, University of Texas at Austin, TX

January 2023 - March 2024

Vice President and Unity Workshop Leader

- Established UT's first Black multidisciplinary media organization and led the inaugural executive board of 7 Black creators.
- Assisted in networking to corporations desiring partnerships such as Unity, Figma, GSD&M, and Afrotech.