STEPHEN B. SMITH

DeSoto, TX
214-721-5674 · stephen.studiophoto@gmail.com

SUMMARY

Self-taught-adjacent game developer and Software Engineering Bootcamp graduate. Animator, story writer, and code prompter on a shipped 2D game released free on itch.io for Windows and Linux. Works frame by frame on motion and timing, writes the dialogue and narrative, and directs AI-assisted code generation — then tests what comes back, isolates what broke, and fixes it. Fluent English speaker who narrates his own devlogs. Comfortable judging output against a spec, explaining in writing exactly what looked wrong, and committing to a call when both options are flawed.

SKILLS

Evaluation & Verification — Functional Testing · Regression Testing · Cross-Browser Testing · Responsive Testing · Defect Identification · Bug Reporting · Test Documentation · Feature Validation · User Acceptance Testing

Tools — Godot Engine · VS Code · Git · GitHub · Chrome Developer Tools · Microsoft Copilot

Web — HTML · CSS · JavaScript · React · Node.js · REST APIs

Other — Software Troubleshooting · Technical Documentation · Process Compliance · Conversational Spanish

---

PROJECT EXPERIENCE

Mixtape Story™ — Godot game, released free on itch.io | 2025 – 2026

A 2D platformer/space shooter about how the two protagonists met. Playable on Windows and Linux.

- Animated all character and environmental motion, reviewing playback frame by frame for timing, weight, and flicker before committing a sequence.
- Wrote the full narrative, dialogue, and scene flow; rewrote passages that tested as unclear to play-testers.
- Directed AI-assisted code generation, writing the prompts and judging each returned suggestion for correctness and fit before adopting it.
- Diagnosed and reproduced defects across build iterations, isolating cause and verifying the fix held without breaking adjacent systems.
- Produced all SFX and BGM, then checked each against the scene for sync and tonal match.
- Shipped on itch.io with a documented known-bugs list, prioritizing what to fix by how badly it broke play.

- Published devlog and gameplay footage of the finished build to YouTube with recorded narration.

Independent Game Development — Personal projects | 2025 – Present

- Built and tested multiple 2D Godot projects in Visual Studio Code.
- Ran repeated functional and regression passes across development cycles.
- Validated new features after each update to confirm existing functionality stayed stable.
- Ran usability and play-testing sessions, noting sprite distortion and motion artifacts as they appeared.
- Maintained repositories with Git and GitHub version control.

Software Engineering Projects — TripleTen Bootcamp & Personal Portfolio

- Built applications in HTML, CSS, JavaScript, React, Node.js, and REST APIs.
- Tested functionality across browsers and screen sizes using browser developer tools.
- Maintained roughly ten project repositories on GitHub.
- Built responsive applications to written specifications and acceptance criteria.

EXPERIENCE

Forklift Operator — Wayfair | Lancaster, TX | Aug 2026 – Present

- Investigate package exceptions and verify corrections before shipment.
- Follow detailed procedures while holding accuracy in a fast-paced environment.
- Maintain productivity and quality standards with minimal supervision.

Material Handler — Siemens | Grand Prairie, TX | Feb 2023 – Jul 2025

- Supported manufacturing operations requiring precision, accuracy, and process compliance.
- Performed inventory verification and material tracking.
- Maintained quality standards and documented operational requirements.

EDUCATION

Software Engineering Certificate — TripleTen Software Engineering Bootcamp
HTML · CSS · JavaScript · React · Node.js · APIs · Git · GitHub

High School Diploma — David W. Carter High School

LINKS

itch.io: [Polymathmaglot - itch.io] · GitHub: PhotoDevOctopus (StephenBSmith) · YouTube: Stephen Smith (Polymathmaglot)