

ALLY STEINBERG

GAME PROGRAMMER & DESIGNER

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PERSONAL PROFILE

As a game developer who graduated in a joint major in Computer Science and Computation Arts from Concordia University, my strong foundation in both technical and creative disciplines allows me to approach game design from a multifaceted perspective. I am passionate, highly motivated, reliable, and a collaborative team player, ready to contribute ideas and work closely with others to bring projects to life. I am eager to develop my skills in a professional game development environment and grow as part of a dynamic, forward-thinking team.

SKILLS

Operating Systems: MacOS, Windows

Programming Languages: Java, Python, C, C++, C#, HTML, CSS, JavaScript, Verse

Software: Unity, Unreal Engine, UEFN, Blender, Eclipse, Visual Studio, VS Code, Atom, GitHub, WordPress

Design Tools: Adobe After Effects, Figma, Canva

Languages: Fluent English and French

Hobbies/Interests: Competitive hip-hop dancer and coach, Football (NFL), Video Games, The New York Times Games (Wordle, Sudoku, Crossword...)

EDUCATION

Concordia University

Montreal, Canada
2021 - 2024

Joint Major in Computer Science and Computation Arts, BCompSc

- Awards: Bourses D'excellence for Engineering.
- Recognition: Invited to join the Garnet Key Society, the official Honors Society of Concordia University, due to my excellent academic achievement.

Dawson College

Montreal, Canada
2019 - 2021

Pure and Applied Science, DEC

- Awards: Honors List (Attained an average of at least 85% in all courses).

RELEVANT EXPERIENCE

Freelance Web Design & Development

Montreal, Canada
April 2025 – Present

Website Designer/Developer

- Redesigned and restructured outdated websites through in-depth UI/UX analysis, addressing navigation, functionality, and visual design issues to significantly improve usability, engagement, and brand consistency.
- Collaborated with clients such as *Accompagner à Grandir* and *State of Motion Dance Studios* by using Wix for custom site builds and Canva to create cohesive branded visuals and marketing assets that enhanced the overall digital experience.

Epic Games

Montreal, Canada
Jan 2025 – June 2025

Fortnite Island Creator/Developer

- Successfully created and published an original, custom map for players worldwide through enrolling in the Island Creator Program.
- Utilized Unreal Editor for Fortnite (UEFN) and Verse scripting language to develop advanced gameplay features.

Steinberg Urology

Montreal, Canada
May 2024 – Dec 2024

Administrative Assistant and Social Media Content Creator

- Created engaging social media content (Instagram, Facebook, TikTok) through videos and posts highlighting the clinic's doctors, nurses, and facilities.
- Produced educational content on urological services, increase awareness of treatments, share health tips, and attract new patients.
- Assisted in administrative tasks such as research, sales reports, and patient intake.

Niloom.ai

Montreal, Canada
April 2024

Usability Tester

- Conducted a comprehensive heuristic evaluation of the Niloom AR/VR development platform, utilizing Nielsen's usability heuristics to identify UI/UX issues and improve functionality, design, and user experience.
- Delivered a detailed usability report with prioritized issue severity and actionable recommendations

Ubisoft

Montreal, Canada
Winter 2024

Game Lab Competitor

- Selected by Concordia University to compete on the university team.
- Collaborated with a diverse team of developers responsible for game design, development, and programming using Unity.
- Created an online, multiplayer game prototype based on the theme, guidelines, and constraints given by a jury of Ubisoft professionals.

Personal Tutor

Montreal, Canada
Sept 2023 – Present

Elementary School, High School and CEGEP Mathematics

- Tutored elementary school, high school and CEGEP students in mathematics –resulting in above average grades.

Expert in Reputation

Montreal, Canada
Summer 2022

Developer Intern

- Specialized in website design and development on WordPress, implementing custom themes, styling, and plugins to enhance functionality and optimize user experience.

RESEARCH AND PROTOTYPES

Concordia University

Montreal, Canada
2024

Leveraging Biometric Feedback in Game Development for Adaptive and Personalized Horror Experiences

- Developed a pre-game biometric calibration test that isolates specific horror elements such as sound distortion, visual glitches, color shifts, and model deformations.
- Created individualized fear profiles by recording heart rate and galvanic skin response reactions to fearful stimuli to measure stress levels that exceed the baseline physiological threshold.
- Prototyped an adaptive horror game system that continuously monitors biometric data during gameplay, using a pre-established fear profile to dynamically trigger stimuli and enhance immersion through personalized horror experiences.

Concordia University

Montreal, Canada
2024

Neurogaming: Exploring the Interface Between Neuroscience and Gaming

- Analyzed the emergence of neurogaming and its intersection with neuroscience, artificial intelligence, and gaming through brain-computer interfaces.
- Investigated real-time neurophysiological feedback mechanisms, such as electroencephalography to study brain-computer interfaces, to explore how neural activity is processed, classified, and converted into executable game commands for hands-free interaction.
- Outlined neurogaming's evolution from medical applications to gaming, highlighting its potential in entertainment, cognitive neuroscience, and therapeutic interventions while addressing challenges such as accuracy, cost, and ethical considerations.

PROFESSIONAL CERTIFICATIONS

Tech Stewardship

2023

Tech Stewardship Practice Program (TSPP)

- Developed skills to align technical innovation with socio-ethical considerations by integrating deliberate values and purposeful behaviors, preparing for impactful and responsible tech development.
- Focused on advancing understanding of the social, ethical, and environmental impacts of technology while cultivating responsible, inclusive, and regenerative practices.

Government of Canada

2023

Course on Research Ethics based on the Tri-Council Policy Statement: Ethical Conduct for Research Involving Humans (TCPS 2: CORE 2022)

- Learned to apply ethical principles and guidelines to conduct responsible and compliant research involving human participants.

Udemy

2022

The Complete 2023 Web Development Bootcamp

- Completed comprehensive training on full-stack web development, gaining proficiency in front-end and back-end frameworks, including HTML, CSS, JavaScript, Node, and React.