

Ernie Stepp III

Blending creative and analytical thinking to develop engaging and intuitive products with a strong focus on user experience.

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Work Experience

Ainsworth Game Technology, Game Development Manager

NOV 2013 - PRESENT | Las Vegas, NV

Currently, I lead a team in developing casino slot games for the U.S and LATAM. I coordinate and manage multiple cross-functioning teams in establishing product vision, scope, technical requirements, and delivery milestones. I provide technical and creative direction to ensure studio culture thrives on imagination, accountability, and pride of workmanship.

Ainsworth Game Technology, Game Developer

MAR 2011 - NOV 2013 | Las Vegas, NV

I developed Class III video slot machine games for U.S. jurisdictions and sub-jurisdictions. I collaborated with Australian Math, Art, and Compliance teams to develop the company's first U.S. game library. I managed project timelines and delivered quality work with minimal supervision.

Freelance, Web Developer

APR 2006 - APR 2013 | Las Vegas, NV

I built and maintained client websites using HTML, CSS3, Javascript, Flash, Wordpress, MySQL and PHP. My local clients included Miracle Mile Shops and Fremont Street Experience. I created the overall UI for client websites using personas, wireframes, and information architecture.

Ditronics Financial Services, Product Development Manager

SEPT 2009 - MAR 2011 | Las Vegas, NV

I collaborated with international development teams to create functional specifications and scope documentation for casino Cash Advance software enhancements. I was responsible for the interaction design and overall user experience for our Cash Advance kiosk product - from concept to deployment, including wireframes, user flows, and BETA testing.

Ditronics Financial Services, Technical Project Manager

SEPT 2006 - SEPT 2009 | Las Vegas, NV

I successfully coordinated and performed over 25 national casino installations of ATM, Cash Advance, and Check Cashing product suite. Consulted with casino IT Directors and CFOs to establish and maintain overall project plans. I optimized the installation process by introducing efficient project scheduling guidelines to maximize productivity and minimize casino downtime.

Education

The Art Institute

SEPT 2011 | Las Vegas, NV

Bachelor of Science,
Interactive Media & Web Design

Dean's Honor List 3.80 GPA
Best in Show Award

Skills

Information Architecture
Interaction Design
Wireframing
Low/Hi-Fi Prototyping
Visual Design
User Personas
Task Analysis

Tools

Adobe XD
Photoshop
Wordpress
Javascript
MySQL
HTML
CSS

License

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