

Kenneth Werner

Phone: 808-278-7317 | **LinkedIn:** [linkedin.com/in/kenny-werner-20b8a91b7](https://www.linkedin.com/in/kenny-werner-20b8a91b7) | **GitHub:** github.com/KennethWerner | **ArtStation:** [artstation.com/austinjacob](https://www.artstation.com/austinjacob) | **Personal Website:** kennethwerner.github.io/portfolio **Location:** Aiea, Hawaii *Generalist Developer looking for entry into the tech field while expanding area of expertise.*

Microsoft Certified Advisor, Best Buy, Honolulu, HI — July 2023 – Present (Full Time)

- Achieved an impressive average of \$160,000 in monthly revenue through exceptional customer service, and a %90 NPS score.
- Provided expert guidance to customers on Microsoft products and services.
- Collaborated with the sales team to meet and exceed sales targets.

Shadow Stalker, Steam — 2021 – 202#

- Round based asymmetrical multiplayer experience, fully hosted on steamworks backend for player hosted local servers.
- Created modular character and weapon objects, for easy scalability and production of character classes and monster design.
- *Skills used:* 3D modeling, Game Design, Server Authoritative design, Client Authoritative movement, UI Design, Audio Design, Save System and Menu creation, Character Rigging, Animation, Marketing, Promotional Artwork, OOP
- *Tools:* UnrealEngine5, Blender, Photoshop, SubstancePainter, VisualStudio, Steamworks, SteamAudio

Bee farming game on mobile – September 2022 – December 2022

- Created a mobile game that increments honey sold/produced based on “research” upgrades with reward-based ads.
- Created custom library with XML upgrade system for easy scalable creation of upgrades.
- *Skills used:* 3D modeling, Ad Integration, Publishing, Responsive UI Design, OOP
- *Tools:* Blender, Unity, Krita, Photoshop, Visual Studio, C#

Slack Parsing Bot — September 2019 – October 2019 (NDA Due to sensitivity of files)

- Created a Slack Chatbot that parsed data from client-requested Excel files.
- *Tools:* Python, Git, Slack, NODEJS, React, Javascript, Bootstrap

Face Painting in paradise, Honolulu, HI — October 2016 – July 2023 (Part Time)

- General IT services, Entertainment, Device Troubleshoot and Repair, promotional media design, and Instagram page management.
- *Tools:* Photoshop, iFixitKit, Balloon Pump.

Unity-Based RPG — 2018

- JSON based inventory and item system; JSON based dialogue system; Momentum hybrid movement animation system; modular health system; save/load function; Day/Night Weather system that would lerp through lighting, fog, and particle systems.
- *Tools:* C#, blender, JSON, VisualStudio, MonoDevelop, Krita, Mixamo,

Monetized Modded Minecraft Server — June 2018 – September 2018 (Self Hosted)

- Implemented a daily reward system to incentivize continued player activity in the server. Created a lootbox system that players could purchase or earn dependent on many days logged in a row, Player time on server, and Player level.
- *Tools:* XML, JSON, SSH, SFTP, Java, JavaScript, Ubuntu Server, PufferPanel.