# Kenneth Werner

**Phone**: 808-278-7317 | **LinkedIn**: linkedin.com/in/kenny-werner-20b8a91b7 | **GitHub**: github.com/KennethWerner | **ArtStation**: artstation.com/austinjacob | **Personal Website**: kennethwerner.github.io/portfolio  **Location**: Aiea, Hawaii *9+ years experienced generalist seeking engaging opportunities to deliver exceptional results.*

## Skills:

- **Technical Art**: HLSL shader editing and creation ,3D texture painting in Substance Painter, Texture UV creation, Vector Color-based Material Generation, 2D Texture Painting in Photoshop and Krita, Normal Baking, Blender material nodes.
- **3D Generalist:** Character modeling and rigging, weight painting, cross-program export/import workflow creation and utilization, First and third person animation, Sculpting and retopology, optimized mesh creation.
- **Language Proficiency**: C#, Python, Lua, JSON, JavaScript, HTML, CSS, and
- **Game Development Expertise:** Unreal Engine 4, Unreal Engine 5, Unity, text-based python mini-games.
- **Monetization Strategies:** Skilled in Google Play Store Publishing and adept at integrating advertisements, optimizing revenue streams through strategic monetization methods.
- **Information Technology:** Proficient in SSH, adept at managing both Linux and Windows Server Environments, skilled in Office Suite, Windows RDC, and Data Recovery, with a strong aptitude for precise troubleshooting. Experienced in Ethernet and Display System Setup, POS system troubleshooting.
- **Sales and Customer Service Excellence:** Consistently achieved remarkable results in sales, consistently generating $110,000 in monthly revenue. Recognized for delivering exceptional customer service and ensuring client satisfaction.
- **Effective Communication:** Proficient in translating technical information into accessible terms, conducting persuasive product demonstrations, and facilitating client training sessions.

## Work experience:

**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.
- Conducted product demonstrations and training sessions for customers.
- Assisted in resolving technical issues and troubleshooting customer problems.

**Slack Parsing Bot Developer — September 2019 – October 2019 (Contracted work)**

- Created a Slack Chatbot that parsed data from client-requested Excel files.

**Entertainment Specialist, Face Painting in paradise, Honolulu, HI — October 2015 – July 2023 (Part Time)**

- Provided exceptional customer service and handled client requests on a weekly basis.
- General IT services, consulting, Device repair, promotional media design, and Instagram page management.

## Some Previous Projects:

**Incremental Bee Farm Simulator** — Google Play Store

Created a scalable modular JSON system for easy feature creation and data storage.

Developed a modular reusable upgrade shop system and integrated ads.

**SHADOW STALKER** — Steam

Networked data delivery, Network synced customization features,

Client lobby systems, Game states dependent on players joining/leaving,

Object-based modular weapon systems, created a scalable reusable Universal Modular Character Animation system for adapting character meshes to the same rig.

**Monetized Modded Minecraft Server** (Self Hosted Server on Ubuntu Server setup)

Implemented a daily reward system to incentivize continued player activity in the server. Created a lootbox system for players to buy keys or get keys from the daily reward system that would reward players with different rarity items depending on several factors such as: How many days logged in a row, Player time on server, and Player level.

**Unfinished Unity RPG** (Screenshot on website)

JSON based inventory and item system, JSON based dialogue system, Momentum, Input, or hybrid movement animation system, modular health system, save/load function, Day/Night Weather system that would effect and lerp through different lighting and fog settings which also would work with particle systems.