

Kevin Smith

San Diego, California, United States



falchard@live.com



[linkedin.com/in/kevin-smith-76123955](https://www.linkedin.com/in/kevin-smith-76123955)

Experience



Diamond Grader

GIA (Gemological Institute of America)

Oct 2014 - Present (8 years 11 months)

Examined the characteristics within a Diamond.



Cable Technician

Aug 2014 - Oct 2014 (3 months)

Installed Cable services for roughly 8 customers daily.



QA Intern

Buzztime

Aug 2013 - Nov 2013 (4 months)

Assisted software testing staff on 3 software development cycles.



Data Technician

Outsource

Apr 2013 - Apr 2013 (1 month)

Installed ethernet cable within a commercial building.



Game Test Analyst

Workforce Logic

Jan 2013 - Jan 2013 (1 month)

Participated in the final internal testing phase of "God of War: Ascension."

Education



Coleman University

Associate's degree, Game Programming Development and Design

2012 - 2014

Programmed 9 Games in C, C++, C#, and XNA.

Wrote 6 shaders in DirectX 10.

Created 3 models in ZBrush.

Created media files in Photoshop, InDesign, and Illustrator.

Developed a Game Demo as part of a group in Unity Engine.



The Art Institutes

Bachelor of Science (BS), Game Art and Design

2004 - 2006

Developed 3 levels individually and as part of a group in Unreal Engine 2.0.

Created 5 environments in 3D Studio Max and Maya.

Created 11 character models in Maya and 3D Studio Max.

Wrote 3 MEL Scripts.

Skills

Skill Development • Software Development • jQuery • Representational State Transfer (REST) • JSON
• Front-End Development • Data Quality Assurance • Data Quality • Product Quality • 3D Graphics