David K. Kimball
2346 Rutledge Ave Orlando, Florida
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Education:

Bachelor of Arts in Digital Media   Expected Graduation date: July, 2020
University of Central Florida, Orlando FL.
Relevant Coursework : Modeling for Real-Time Systems (Maya 3D)
User Centered Design (Application prototyping, Primarily in Unity3D)
Multi-Modal Design with emphasis on VR, AR technologies

Relevant Experience:

2016 Global Game Jam   January 29-31, 2016
God's and Monsters, Artegon Mall-5250 International Drive Orlando, Florida
- First game jam experience, formed a team with six other strangers.
- Performed the role of Lead Artist and implemented art into Unity.
- https://globalgamejam.org/2016/games/diet-exorcise

2017 Global Game Jam   January 20-22, 2017
Sound Stage 25, 2500 Universal Studios Plaza, Orlando, Florida
- Formed a team with three members from the previous game jam.
- Guided a large team as Project Manager, communicated directions and complete asset
   descriptions to each team lead to ensure all features implemented smoothly.
- https://globalgamejam.org/2017/games/crosswave

2018 Indie Galactic Space Jam   September 7-9, 2018
Orlando Science Center, 777 E Princeton St, Orlando, Florida
- First Indie Galactic Space Jam experience, formed a team of 5 strangers.
- Pitched the initial game idea and performed the role Project Lead and asset staging within Unity.
- Team tied for fourth place amongst twenty three entries and invited to table game for Orlando Free Play.
- https://itch.io/jam/indie-galactic-space-jam-2018/rate/303666

2019 Indie Galactic Space Jam   September 27-29, 2019
Orlando Science Center, 777 E Princeton St, Orlando, Florida
- Formed a team with one classmate from UCF and two other acquaintances.
- First experience in a jam as the sole programmer.
- Challenging experience with a smaller team. Requiring creative solutions to solve technical problems on the fly.
- https://itch.io/jam/indie-galactic-space-jam-2019/rate/490246

Professional Experience:

Metropolis Graphics: Graphic Artist   July 2007-June 2013
805 South Orlando Ave. Winter Park, FL. 32789
- Web administrator between 2008-2011
- Output artist proofs to film for processing using specialized hardware and software
- Preparing silk screens, including cleaning, treating, and UV exposure
- Manage shipping/inventory purchase orders and verify all incoming product

Additional Skill Sets:
- Proficient in Adobe Suite software including: Illustrator, Flash, After Effects, and Photoshop (6 years experience)
- Strong familiarity with Unity 3D, asset management, workflow, and extending features (3 years experience)
- Working knowledge of HTML, PHP, and Javascript (3 years experience)
- Intermediate knowledge of C# programming, primarily within Unity3D environment (2 years experience)
- Familiarity in creating applications for Oculus Quest, Android mobile/Gear VR (2 years experience)

Github Repository:
https://github.com/DavidKKimball

Additional Work:
https://davidkkimball.itch.io/