Kevin Finley

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Narrative Designer
See Online: https://www.linkedin.com/in/kfinleyND

Essentials Menu	Software
Literary:	Notepad++
📖 Completed advanced placement literary courses	Sublime Text 3
📖 Proficient in stylized and standard writing	iTerm2
📖 Writes with brevity; detail oriented	MS Word 2016
📖 Understands writing with purpose; using details essential	MS Excel 2016
to gameplay and quest conveyance	PowerPoint 2016
Design:	3DS Max 2015
📖 Purposeful design, emphasizes intuitiveness	Crazybump
📖 Emphasis on using diegetic models to integrate narrative	Creation Kit
and gameplay; immersion centric	Fallout GECK
📖 Well-rounded in creating lore and adhering to it	Unreal 4
Exploration Menu	Photoshop CC
Level Design:	Illustrator CC
🔭 Conveys concepts and instruction through visual cues;	Headus
builds levels to emphasize core gameplay	
🔭 Experienced in basic visual storytelling	
Art:	
🔭 Sound fundamentals in 3D modeling	
🔭 Can communicate with artists effectively	
Programming:	
🔭 Working knowledge in Scripting	
🔭 Able to communicate with programmers	
🔭 Learning UE4 Blueprints, Papyrus, Lua	
🔭 HTML, CSS, SASS, Bootstrap	

Education Menu

- 🎓 Art Institute of CA – N. Hollywood: Bachelor of Science in Game Art & Design
- 🎓 San Pasqual High School: Diploma

Experience Menu

GamerCareerGuide.com Feature Story (Front page article)

Article written about the highs and lows of attending for profit schools and how to prepare for them

Priority One - Design Lead (School)

First person survival game project inspired by Alien

Project Atlantis - Project Team Lead (School)

Environment modeling project aimed to recreate a modern futuristic Atlantis

ILP Mod Series – Author (http://www.nexusmods.com/games/users/1852470/)

Series of immersive mods for Fallout: New Vegas aimed adding new weapons, music, and unmarked quests {35,676 Downloads}

Evil Genius Character Overhaul - Author (n1nj4.com)

Comprehensive overhaul of all playable characters in Elixir Studios' 2004 Evil Genius