KRISTINA KEENAN

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EDUCATION

Ithaca College, Ithaca, NY   Expected Graduation May 2018
Roy H. Park School of Communications
Bachelor of Science, Emerging Media
Media Design and Production Concentration
Game Development Minor

MEDIA EXPERIENCE

Perlin Noise, Procedural Generation, & Minecraft   October 2016-now
Procedurally generated scene using Maya, and Perlin Noise via Python
Programmer, modeler; presented at 2017 NYCWiC conference

Immersion, Entertainment, & Virtual Reality   January 2017-now
Study focused around using the HTC Vive and Unreal Engine 4
Programmer, researcher

Cain and Consequence   January 2016-May 2016
Choice dependent, story driven 3D game built using Unreal Engine 4
Project leader, programmer, designer

WORK EXPERIENCE

Ithaca College Computer Science Department   January 2017-now
Teaching Assistant, Game Development and Technologies
Ithaca College Library   January 2015-now
Student Manager
Party City   June 2015-January 2017
Sales Associate

INVOLVEMENT

Ithaca College Game Developers Club   August 2015-now
Vice President
Prepared and gave seminars on various topics in game development and design
Participated in and hosted the Global Game Jam for 2016 and 2017

Ithaca College Women in Computing   August 2015-now
Scholarship Coordinator
Hosted computer science related activities with children in the Ithaca community through "Math Day"
Participated in 2016 and 2017 WiCHacks hackathon; 2016 award for Best Use of Amazon Web Services

Ithaca College Television, *Game Over*   August 2014-now
Producer
Learned and used various equipment within a television studio environment
Wrote various segments, produced corresponding images using Adobe PhotoShop

SKILLS

Python, JavaScript, Java, C++, C#, HMTL/CSS, Adobe PhotoShop, Unreal Engine 4, Unity Engine, Adobe Premiere, AVID ProTools, Autodesk Maya, Microsoft Office, Twitter, Tumblr, Facebook