

# KRISTINA KEENAN

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## EDUCATION

**Ithaca College**, Ithaca, NY

Graduated December 2017

Roy H. Park School of Communications

Bachelor of Science, Emerging Media

*Game Development Minor*



## MEDIA EXPERIENCE

**Infinity Lab**, Ithaca, NY

August 2017-present

*Producer, Scripter, Designer, Project Manager*

- ◆ Multiple level virtual reality puzzle game created for the HTC Vive with Unreal Engine 4

**The Name of This Game is Classified**, Ithaca, NY

March 2017-present

*Scripter, Designer, Project Manager*

- ◆ Cooperative virtual reality escape room created for the HTC Vive with Unreal Engine 4
- ◆ Features asymmetrical gaming; one player with a VR headset, the other without one

**Soul Perception**, Ithaca, NY

January 2017-May 2017

*Programmer*

- ◆ 2D role-playing game built in the Unity Engine; designed and built combat system and inventory

**Perlin Noise, Procedural Generation, & Minecraft**, Ithaca, NY

October 2016-present

*Programmer, Researcher*

- ◆ Procedurally generated scene using Autodesk Maya with its MEL and Python Commands
- ◆ Scene created using variation of Ken Perlin's "Perlin Noise" algorithm
- ◆ Presented at 2017 NYCWiC conference

**Game Over**, Ithaca, NY

August 2014-present

*Producer*

- ◆ Produced Ithaca College Television's longest running studio show, *Game Over*
- ◆ Managed cast and crew of 20 students, oversaw creation of episodes from pre to post production

**Ithaca College Game Developers Club**, Ithaca, NY

August 2015-present

*President*

**Ithaca College Women in Computing**, Ithaca, NY

August 2015-present

*President*



## WORK EXPERIENCE

**Discovery VR, Discovery Communications Inc.**, Los Angeles, CA

May 2017-August 2017

*Intern, Virtual Reality Department*

**Ithaca College Computer Science Department**, Ithaca, NY

January 2017-present

*Teaching Assistant, Game Development and Technologies, Introduction to Computer Science I*

**Ithaca College Library**, Ithaca, NY

January 2015-May 2017

*Student Manager*



## AWARDS / HONORS

**Ithaca College Student Governance Council Scholarship**

April 2017

◆ Scholarship given to students with excellent academic performance, and who are involved with student organizations or other leadership-oriented activities on campus.



## SKILLS

Languages: Python, JavaScript, Java, C++, C#, HTML/CSS | Adobe Creative Suite: Photoshop, After Effects, Audition | Game Development: Unreal, Unity, Autodesk Maya, Virtual Reality | Other: Field & Studio Production, Microsoft Office, Research | Social Media: Twitter, Tumblr, Facebook, Snapchat, Instagram, YouTube