

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

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

♦ Presented at 2017 NYCWiC conference

Game Over, Ithaca, NY

August 2014-December 2017

Producer

♦ 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-December 2017

President

Ithaca College Women in Computing, Ithaca, NY

August 2015-December 2017

President



WORK EXPERIENCE

The Game Haus, Rochester, NY

December 2017-

present

Video Team Lead

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-December 2017

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