

# KRISTINA KEENAN

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kristinakeenan.github.io



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## SOCIAL

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## INVOLVEMENT

### Vice President

Ithaca College Game  
Developers Club

March 2016-now

Member August 2015-now

### Scholarship Coordinator

Ithaca College Women in  
Computing

August 2016-now

Member August 2015-now

### Producer, Game Over

Ithaca College Television

December 2016-now

Member August 2014-now



## SKILLS

Python

JavaScript

Java

C++

C#

HMTL/CSS

Adobe PhotoShop

Unreal Engine 4

Unity Engine

Adobe Premiere

AVID ProTools

Autodesk Maya

Sound Recording/Mixing

Social Media

Microsoft Office

Media Production (film/TV)



## PROFILE

I'm currently a junior at **Ithaca College** majoring in **Emerging Media**. My coursework consists of a blend of **computer science** and **communications** courses, allowing me to **study and create media** in a variety of mediums. I'm interested in **game development** and have recently been given the opportunity to begin research in the field of **virtual reality**.

- Prepared and gave seminars on various topics in game development and design
- Hosted various speakers from the industry
- Participated in and hosted the Global Game Jam for 2016 and 2017
- Volunteered with Math Engaged's annual "Math Day", hosting and computer science focused activities with children within the community
- Participated in Rochester Institute of Technology's annual WiCHacks Hackathon; won award for Best Use of Amazon Web Services
- Learned and used various equipment within a studio environment
- Producer; lead group of 20 students in creating news television show broadcasted online and Time Warner Cable
- Wrote various segments, produced corresponding images using Adobe PhotoShop



## EDUCATION

2014 - now

**Bachelor of Science, Major in Emerging Media**

Minor in Game Development

*Roy H. Park School of Communications,  
Ithaca College*



## MEDIA EXPERIENCE

### Cain and Consequence

Choice dependent, story driven 3D game built using Unreal Engine 4  
Project leader, lead programmer, designer

### From the Outside

Short film, mockumentary  
Producer

### Perlin Noise, Procedural Generation, and Minecraft

Procedurally generated scene using Maya, and Perlin Noise via Python  
Programmer, modeler