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#, HMTL/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