




Kevin Gerstner

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Relevant Experience

Tomb of Khaibit

Game Programmer / Designer \ 2021

- » Coded a procedurally generated dungeon using an original algorithm
- » Directed sub-teams to create features like Networking, UI, Puzzles, & Enemies
- » Used Agile scrum workflow, Git for project management, and utilized Design Documents

Song Pong

Feature Developer & Artist \ 2020

- » Made a rhythm game based on Pong in three months with the Unity engine
- » Coded features like spawning notes along to the beat and a Song Editor
- » Created art assets in Illustrator and Blender

Knock-Out! Global Smackdown Board Game

Board Game Designer & Artist \ 2018

- » Created over 150 unique card illustrations, box art, and graphics for marketing
- » Created a Wordpress website
- » Launched a Kickstarter campaign

Graphic Design Intern @ ArchCity Defenders

MAY - AUG 2019 \ SAINT LOUIS, MO

- » Created a digital art collection of clients using Photoshop for print and web marketing.
- » Illustrated graphics that were featured on the companies' social media pages.
- » Researched social justice issues and communicated key issues to affected communities.

Portfolio Website

Web Developer \ 2021 \ www.kevingerstner.com

- » Designed and coded a portfolio website using HTML, CSS/SASS, Bootstrap 5, and JS
- » Used web-friendly standards like Responsive Design and Lighthouse Analytics

Computer Graphics Teaching Assistant @ University of Tulsa

AUG - DEC 2020 \ TULSA, OK

I was the Teaching Assistant (TA) for CS-4613 Computer Graphics, which focuses on using OpenGL and Java to create graphic projects. I helped students learn concepts and graded several projects.

Research Assistant @ University of Tulsa

OCT 2018 - APR 2019 \ TULSA, OK

Researched and co-authored a paper on the topic of HCI and Gender with Prof. Sandeep Kuttal entitled: "Remote Pair-Programming in Online CS Education: Investigating through a Gender Lens". The paper was presented in the 2019 VL/HCC (Visual Languages & Human Centric Computing) conference.

Summary

Imaginative and self-motivated developer and designer with experience creating games in Unity, Java, and C++. Graduated in 2021 with a B.S. in Computer Science and Minors in Art & Math. Excels at leading teams to create ambitious and creative projects. Picks up new skills quickly.

Skills

Programming Languages

C# • C++ • Java • OpenGL • HTML • CSS/SASS • jQuery • JavaScript • PHP

Tools & Platforms

Unity • Git • Eclipse • Adobe Illustrator, Photoshop, XD, InDesign • Visual Studio • ClickUp

Education

The University of Tulsa

2017 - 2021 \ TULSA, OK

3.8 GPA. B.S. in Computer Science and B.S. in Computer Simulation and Gaming with Math and Art minors.

Certifications

Unity Certified Associate Game Developer

Interests

Board Games, Overwatch, Art, Animated movies, Horror Games, Music, Coffee Tasting