




# Kevin Gerstner

 kevingerstner.com

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 github.com/SirKevinicus

 314-614-2301

## Work Experience

### Graphic Design Intern @ ArchCity Defenders

MAY 2019 - 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.

### 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.

### Game Navigator & Server @ Shuffles Board Game Café

SEP 2018 - JAN 2019 \ TULSA, OK

Taught groups of people how to play board games, as well as taking orders and delivering food. In my spare time, I read rule books to learn new games.

## Projects

### Tomb of Khaibit

Environment Designer & Tools Programmer \ 2021

- » Coded a Unity editor tool that can make procedurally generated dungeons
- » Designed and implemented game systems such as a Spell Tree, Puzzles, & Enemies
- » Made pixel art for the tomb environment using Aseprite

### 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

### Portfolio Website

Web Developer \ 2021 \ [www.kevingerstner.com](http://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

### 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

## Summary

Passionate, well-rounded game developer with experience creating games in Unity and Java. Will graduate in 2021 with a B.S. in Computer Science and Minors in Art & Math. Experience leading teams to create ambitious and creative projects. Picks up new skills quickly.

## Skills

### Programming

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

### Tools & Platforms

Unity • GitHub • Netlify • WordPress • itch.io • Visual Studio • ClickUp • Eclipse

### Design

Photoshop • Illustrator • InDesign • XD • Figma • Aseprite

## Education

### The University of Tulsa

2017 - 2021 \ TULSA, OK

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

## Certifications

Unity Certified Associate Game Developer

## Interests

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