Kevin Gerstner

Game Developer, Web Developer

kevingerstner.com ✉ sirkevinicus@gmail.com github.com/SirKevinicus 📞 314-614-2301

Work Experience

Graphic Design Intern @ ArchCity Defenders
MAY 2019 - AUG 2019 \\ SAINT LOUIS, MO
» Made digital art recreation of clients using Photoshop for 10th Anniversary print and web marketing.
» Created social media graphics, one of which got over 300 shares on Facebook.
» Researched social justice issues and communicated key issues to the affected communities.

Research Assistant @ University of Tulsa
OCT 2018 - APR 2019 \\ TULSA, OK
Researched, co-authored and published a paper with Prof. Sandeep Kuttal entitled: "Remote Pair-Programming in Online CS Education: Investigating through a Gender Lens", which 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 parties 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

Portfolio Website   kevingerstner.com
Web Developer \\ 2021
» Designed and coded a portfolio website using HTML, CSS/SASS, Bootstrap 5, and JS
» Used Netlify to host and Namecheap for domain
» Worked with web-friendly standards like Responsive Design, WEBM/P files, and Lighthouse

Tomb of Khaibit   BLU3 J3LLO Studios
Environment Designer & Tools Programmer \\ 2021
» Created a Unity editor tool called Texo that can make procedurally generated roguelike dungeons
» Made pixel art for the tomb environment using Aseprite

Song Pong   NULLVALU_ Studios
Feature Developer & Artist \\ 2020
» Made a rhythm game inspired by the 80s and 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   Interactive Jeans
Board Game Designer & Artist \\ 2018
» Created over 150 unique card artworks, box art, and graphics for marketing
» Created a Wordpress website
» Launched a Kickstarter campaign

Summary

Passionate, well-rounded developer and designer with experience creating C# games in Unity and websites with HTML, SASS, and JS. Will graduate in 2021 with BS Computer Science / Art & Math Minor. Excellent at working with a team to implement ideas to create a finished product. Picks up new skills quickly.

Skills

Programming Languages
HTML · CSS/SASS · JavaScript · C# · Java

Tools & Platforms
GitHub · Netlify · WordPress · ClickUp · Webflow

Design
Photoshop · Illustrator · InDesign · Figma · Aseprite

Education

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

Interests

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