

# Kasey M. Dunay

kdunay97@gmail.com | 702-769-4570 | Tucson

*I'm a highly motivated individual whose passion is working with computers to build entertainment projects. My experience is centralized with a variety of programs and game engines, such as Maya, Photoshop, Premiere, and Unity. Additionally, this also extends to skills with writing code in Python, C#, and Javascript.*

## SKILL SETS

### Special Skills

- Storyboards, logo design, animation, keyboarding and typing, modeling characters, product and architectural modeling, video and sound editing, material and texture design, product visualization, short films, concept art, coding experience in Python, C#, Javascript, Processing.

### Software Skills

- Maya, Premiere, After Effects, Animate, Photoshop, Unity 3D, Unity 2D, Audacity, Aesprite, 3ds Max.

### Equipment

- Windows based computers, scanners, digital still and digital video cameras, video editing equipment, VR.

## PROFESSIONAL EXPERIENCE

### Courtesy Clerk | Albertsons | July/2018 – Present

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- Enhanced customer experiences and support by bagging groceries, assisting customer and staff queries, and keeping store floors, restrooms, check stands, grocery carts and parking lot clean.
- Acquired good review surveys by maintaining professional and well-mannered behavior.

## EDUCATIONAL EXPERIENCE

### University of Arizona | Bachelor of Arts Degree| 2016 - 2020

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- Related Courses: Game Development, Interactivity, Computing and the Arts, Designing an Installation, Digital Engagement, Digital Storytelling and Culture, Dealing with Data.

### Capstone Project | "How Do You Learn?" 2D Unity Game (C#, Unity) | 2016 - 2020

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- Created a 2D video game with three other students by using Unity and C# to implement game logic and algorithms.
- Filled out the game objects and components by creating them with Aesprite.
- Supervised a team of three other students who participated in the project.