Keenan Woodall

Unity Developer

Nashville, Tennessee • (615) 668 0320 • [email](#) - [website](#) - [github](#) - [youtube](#) - [twitter](#)

SKILLS

Skill	Level
Unity, Editor Scripting, C#, Math	**Advanced**
Git, Processing, Cinema 4D	**Proficient**
C++, Java, Javascript, HTML, CSS, Perforce, GameMaker, Unreal Engine, Photoshop, Illustrator	**Familiar**

EXPERIENCE

Self Employed

- [Deform](#) - a framework for deforming meshes in the editor and at runtime in Unity
- [Extended Transform Editor](#) - a simple replacement for Unity's Transform editor
- Created many small experiments
  - [Grapple Effect](#), [Editor Generator](#), [Piranha](#), [Cloner Prototype](#), [Deform Prototype](#), [Coroutween](#), [Simple Flowfield](#), [Sinemation](#), [Squash & Stretch Movement](#), [Mesh Modifiers](#), [Endless Shooter](#)

Fivestone Studios, Nashville

Unity Developer **May 2014 - 2018**

- Globe Explorer
  - Created different versions for [Planar](#) and [Ford](#)
  - Created the [spherical coordinate system](#), did a lot of the UI, created the shaders with ASE, programmed the [cinematic navigator](#) and [idle controller](#)
- Schneider AR Viewer
  - Developed using Vuforia
- Developed quiz game for the [FRIST Museum](#)
- Helped with lots of smaller projects
  - [Cordura 360 VR Tradeshow Experience](#), [Google Cardboard Sales Tool](#), [Samtec Business Model](#), [Samtec Video Wall](#), [Interactive Desktop](#)

Intern **Fall 2013 - May 2014**

- Initially was there to learn Cinema 4D but ended up transitioning to learn Unity
- Helped prototype some internal games

EDUCATION

Renaissance High School, Franklin, TN - *High School Diploma with honors* **2016**

* References available upon request.