

# 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	Beginner

### EXPERIENCE

#### Self Employed

- [Deform](#) - a framework for deforming meshes in the editor and at runtime in Unity
- Created many small experiments
  - [Extended Transform Editor](#), [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 [Ford](#) and then [Planar](#)
  - Created the [spherical coordinate system](#), a lot of the UI, all of the shaders, the [cinematic navigator](#) and the [idle controller](#)
- Schneider AR Viewer
  - Developed using Vuforia
- Developed quiz game for the [FRIST Museum](#)
- Helped with lots of smaller projects
  - [Google Cardboard Sales Tool](#), [Samtec Business Model](#), SamtecNook Controller, [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.*