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
  - Procedurally Animated Biped/Worm/Spider, 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, Samtec Nook 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.