

Keenan Woodall

Unity Developer

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SKILLS

| Skill | Skill Level |
|---|-------------|
| Unity, Editor Scripting, C#, Math | High |
| Git, Processing, Cinema 4D | Proficient |
| C++, Java, JS/HTML/CSS, Perforce, SVN, GameMaker, Unreal Engine, Photoshop, Illustrator | Familiar |

EXPERIENCE

Self Employed

- [Deform](#) - framework for deforming meshes in the editor and at runtime in Unity I've been working on since 2016.

Fivestone Studios, Nashville

- Staff Unity Developer* **May 2016 - 2018**
 - [Planar Globe Explorer](#)
 - UI, including the [dynamic dropdown](#) system.
 - [Earth shader](#) with texture streaming using Amplify Shader Editor.
 - Cinematic [navigator](#) and [idle controller](#)
 - [Ford Globe Explorer](#)
 - Created the [spherical coordinate system](#).
 - Custom transform using spherical coordinates
 - Architecture and data layout
 - Tools for procedural animation and tweening
 - Advanced debugging features for runtime analysis
 - Schneider AR Viewer
 - [Cordura 360 VR Tradeshow Experience](#)
 - [Google Cardboard Sales Tool](#) (proof of concept)
 - [Samtec Business Model](#)
 - iPad player app that controls the [Samtec Touchscreen video wall](#).
- Freelance Unity Developer* **May 2014 - May 2016**
 - Developed quiz game for the [FRIST Museum](#).
 - Created a flexible system and data architecture for fast iteration of generic quiz games
 - Programmed all the UI functionality
 - Programmed and designed a large touch-interactive [desktop playbox](#) using spherical gravity.
- Intern* **Fall 2013 - May 2014**
 - Made internal game prototypes: [Tiny Wings Clone](#), [Rescue Earth](#)

EDUCATION

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

** References available upon request.*