

KELLEN CERIANI

Game Developer / Technical Designer / Programmer

Portfolio Website: kellenceriani.github.io

STATEMENT

Multidisciplinary game developer and technical designer building complete interactive experiences from concept to deployment. Driven to create polished, technically solid projects while growing within a team.

EDUCATION

Boise State University- Boise State

Bachelor of Science in GIMM (Games Interactive Media Mobile), ITM Minor. — May 2025

SKILLS

- **Game & Interactive Dev:** Unity (2D/3D, AR/VR/XR, physics, UI, animation, level design)
- **Programming:** C#, JavaScript, HTML5/CSS3, SQL, JSON, DOM/Web API, OOP
- **Web & CMS:** Front-end SPA development, GitHub Pages, Wix, Squarespace, WordPress
- **Design & Animation:** Adobe CC (PS, AI, AE), UI/UX, Figma, Blender/Maya
- **Audio & Media:** Sound design, editing, integration, multimedia pipelines
- **Tools & Workflow:** Git/GitHub, Visual Studio, VS Code, Unity Editor, debugging/testing, asset pipelines

PROJECTS

VR Baseball – "Shoot the Runner!" Solo-developed Unity VR project evolving from batting simulator to FPS hybrid; built core gameplay architecture, physics-based grab/throw systems, custom assets, and scalable systems supporting rapid feature iteration and performance stability.

Balls Unreal Game Fast-paced 2-player party game; developed gameplay tracking systems and input logic in Unreal, integrating Xbox and Arduino controllers to support responsive, accessible multiplayer interactions.

Interactive Comic – "Emptiness of an Atom" Unity-based immersive comic where I served as project lead; built interaction systems and asset pipeline integrating Adobe Animate/Illustrator content while directing production, iteration cycles, and technical implementation across the team.

PROFESSIONAL EXPERIENCE

Production Graphic Design & Programmer - (December 2022 – January 2026)

Relate Corporation - 1755 N. Westgate Dr. Ste. 120 Boise, ID 83704

- Produced 250+ multimedia assets for eLearning modules, internal platforms, and client videos.
- Developed and deployed 12+ custom web templates and branded layouts, enhancing client UX.
- Designed 100+ graphic elements, maintaining a 98% on-time delivery rate across all production cycles.
- Edited 20+ hours of instructional and promotional video content, improving visual clarity and retention metrics by an estimated 25%.

Data Analyst - (June 2020 – February 2023)

LandproDATA - 1119 E State St Ste 210, Eagle, ID 83616

- Built standardized workflows to extract and process large land record datasets.
- Provided ongoing technical support and troubleshooting for complex reporting pipelines used by 3 departments.