Kevin Hoagland

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Education :

– *Bachelors in Games Interactive Media and Mobile*   *Expected Spring 2027*

   Boise State University

Skills Experience :

– *Battricks Analogue Adventure*   *~Spring 2025-2026*

- Developing a version in Unity 6 and Unreal Engine 5

- Using C# for Unity Scripting

- Mix of C++ and Blueprints for UE5 Scripting

- First Multi-Level Game

- First Game with User Data Logging for UX Testing

– *The Space Between*   *Spring 2024*

- Worked In Unity to Develop the interactive comic/game with a team of four.

- Used C# to design all scripting

- Worked in Visual Studio Code

- Project Management via Github

- Primarily worked on code side of the game

- Drew 4 Comic Panels in Photoshop

– *Unity 2D Platformer AR Game*   *Winter 2023*

- Worked in Unity, with a team of 5

- Used Vuforia to track objects for levels

- Project Planning done via Trello.

- Focused on Code side of things, Specifically C#

- Used Visual Studio 2022

– *Cats Climb*   *Fall 2023*

- First experience with Unity

- Coded all game mechanics in Unity C#

- Used Visual Studio 2022

- Designed all game assets in Aseprite

- Developed based upon Stub provided

Work Experience :

– Country Inn & Suites: Night Audit   *Summer 2024 - Present*

      Attending front desk, checking in customers and providing assistance when necessary. Ran Night audit and ensured all numbers checked out before rolling each day

– Walmart: Electronics Sales Associate   *Fall 2020 - Summer 2024*

      Worked with a large team to stock shelves and provide customer service across the entire store, with primary area being electronics. Managed the Photo Center area while assisting customers in finding the tech that best suits their needs.