

# Kevin Keller Jr.

[Github](#) | [Portfolio](#) | [Linkedin](#) | [kevinkellerjr@gmail.com](mailto:kevinkellerjr@gmail.com)

## Game Projects

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**Isles Of Aether** – Senior Project – Shawnee State University

August 2023 - Present

- Senior project team consisting of 11 Game Engineers and 7 Game Simulation Artists.
- Created three spells for the game that can be used by either the player or the enemy.
- Constructed the pause menu where the player has the option to pause the game, end the game, and also get to the options menu.
- Completed the options menu for settings like control preferences, gameplay, and music.

**Solus Victoria** – Shawnee State University

January 2023 – May 2023

- Created the gladiator systems menu that shows how many gladiators the player has.
- Made it to where if you click on a gladiator, it will bring up the stats and the inventory the gladiator has.
- Created all the stats for all of the gladiators.

**Brain Rot** – Techstars Startup Weekend – Kricker Innovation Hub

April 2022

- This program has the ability to create a playlist of your favorite episodes and movies from any streaming service you own and play seamlessly through this application.
- Coded to cue episodes or movies from Disney +.
- Worked as a team to code the file that housed Disney +, Netflix, and Hulu.

**2D COD Zombies** – Shawnee State University

May 2021 – August 2021

- Created how the zombies spawn and increase the zombie wave.
- Constructed an invisible wall throughout the game to keep the zombies in the game play.
- Created the main menu where you can go to the story of the game to understand how to play, start the game, end the game, and options. Within the options you are able to increase or decrease the volume.

## Key Skills

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- |                   |            |
|-------------------|------------|
| • Unreal Engine 5 | • Perforce |
| • C/C++           | • Unity    |
| • HTML            | • Python   |
| • C#              | • Godot    |

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## Education

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Shawnee State University – Portsmouth, OH

August 2021 – Present

*Bachelor of Science in* **Digital Simulation and Gaming Engineering**

- GPA: 3.14
- Dean's List
- The National Society of Leadership and Success
- Techstars Startup Weekend 1<sup>st</sup> Place - BrainRot

## Coursework

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- |  |                                   |
|--|-----------------------------------|
| • Game Programming Foundations 1 & 2     | • Concurrency                     |
| • Concepts of 3D Graphics & Math         | • Network & Communication         |
| • Systems Programming                    | • Concurrency                     |
| • Algorithms                             | • Networking & Communication      |
| • Realtime Interactive Programming 1 & 2 | • Automata & Formal Languages     |
| • Operating Systems                      | • Collaborative Senior Design Lab |
| • Optimization Techniques                | • Foundations of Web Development  |
| • Data Structures                        | • Calculus 1 & 2                  |
| • Operating Systems                      | • Linear Algebra                  |
|  | • Calculus Based Physics          |

## Work Experience

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**Anthos Capital** – Santa Monica, CA

March 2023 – Present

Game & Tech Playtester

- Test Indie games in production
- Write reports on feedback about the game to the team
- Find and correct bugs in the game

## Extra-Curricular

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**Shawnee State University** – Portsmouth, OH

May 2021 – Present

- Collegiate Esports – Varsity Rocket League