Kirby G. Cofino

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EDUCATION

American University, Washington, DC
M.A. in Game Design, 2018   GPA 3.91

SUNY Purchase, Purchase, NY
B.A. in Philosophy, 2013   GPA: 3.48

SKILLS

Game Engines: Unity3D, Unreal Engine 4
Art: Photoshop, InDesign, Blender

Programming: C#, C++, Javascript
UI/UX: Figma, XD

EXPERIENCE

EDUCATIONAL TESTING SERVICES, San Francisco, CA   *June 2017 - August 2017*
Natural Language Processing (NLP) Intern (full time, San Francisco)   *June 2018 - Present*
Responsibilities: Coder/Researcher/3D Modeler & Animator

- Optimized and rebuilt an application using Unity3D to meet the company goals of creating a responsive, open source, low-latency, web-based, 3D testing environment.
  - Took load time from 10+ minutes to under 1 minute.
  - Modeled, textured, rigged, animated a humanoid model and office space.
  - Researched into and implemented a robust lip syncing pipeline.
  - Used C# and Javascript to run a Unity WebGL Application and interface it with backend proprietary NLP systems.
  - Published a paper available on ACM's (Association for Computing Machinery) Digital Library which detailed how we created our NLP web app.

Collegiate Associate (Fall and Spring semesters - part time at school)   *September 2017 - May 2018*
Responsibilities: Coder/Researcher/3D Modeler & Animator

- Rigged and animated models for use in a web app that utilized natural language processing.
- Researched into using motion capture technology to create an accessible pipeline for non-technical users.
- Worked in C# to create believable interactions and animation calls for our application.

GAME PROJECTS, Washington, DC   *May 2016 – Present*
Responsibilities: Team Leader/Designer/Artist/Coder

- Worked collaboratively to produce a total of 12 complete games in a wide range of roles while attaining a master's at American University.
- Exposed to every aspect of the game development pipeline, from asset creation to user research.
- Game Projects included *Function Force*, a game commissioned as part of a $100,000 contract between ETS (Educational Testing Services) and American University's Game Studio.
  - I was a key member on the team, responsible for systems design, art asset creation, puzzle design, and level design.

ACTIVITIES

GDC CA (Conference Associate)   *March 2018*
IGDA DC Deputy Board Member   *October 2016 – Present*
Smithsonian American Art Museum Arcade (Judge, Organizer)   *October 2016 - July 2017*
Global Game Jam @ American University (Organizer/Participant)   *January 2017*
P3M5 Privacy Game Jam @ the Goethe Institute (Organizer)   *September 2016*