

Kirby G. Cofino

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SHIPPED TITLES

FUNCTION FORCE, *Washington DC*

January 2017 - May 2017

Responsibilities: Puzzle/System/Level Designer

- *Function Force* was developed as a part of a \$100,000 contract between ETS (Educational Testing Services) and American University's Game Studio.
- Collaborated with a team of 3 to respond to changing client requirements to provide a quality experience.
- Iterated upon levels, puzzles, and systems to provide an engaging play and learning experience.

EXPERIENCE

EDUCATIONAL TESTING SERVICE, *San Francisco, CA*

Associate Software Developer- Research

September 2018 - Present

Responsibilities: Coder/Designer/Researcher

- Fullstack web and app developer using React/React Native and AWS to quickly create and deploy complex, interactive prototypes every 3-6 months.
- Lead front-end developer on 2 out of 4 projects, responsible for architecting and implementing major systems such as a gamefied badge system, user history, providing users feedback on their speech, and authentication.
- Coordinate with our designer, other developers, and project owner to define product vision and functional requirements.
- Contribute to design, wire-framing, and user research; out of 4 projects, I've wire-framed on two of them, conducted user research on 1, and provided critique/feedback for features on all.

Natural Language Processing (NLP) Intern & Contractor

June 2017 - September 2018

Responsibilities: Coder/Researcher/3D Artist

- Optimized and rebuilt an application using Unity3D, cutting load times from 10 minutes to under 1 minute.
- Researched into and implemented an automated, robust lip syncing pipeline including tools creation.
- Used C# and Javascript to interface our Unity WebGL build with back-end proprietary NLP systems.
- Published a paper about the project on ACM's (Association for Computing Machinery) Digital Library titled *A modular, multimodal open-source virtual interviewer dialog agent*.

SKILLS

Game Engines: Unity3D, Unreal Engine

Languages: C#, C++, Python, Javascript, YAML, HTML, CSS

Art: Photoshop, InDesign, Blender

UX: Figma, XD, Lunacy

Processes/Production: Agile, Design Thinking

EDUCATION

American University, *Washington, DC*

September 2016 - May 2018

M.A. in Game Design, GPA 3.9

SUNY Purchase, *Purchase, NY*

September 2008 - May 2013

B.A. in Game Philosophy, GPA 3.5

ACTIVITIES

GDC CA (Conference Associate)

March 2018 - Present

IGDA DC Deputy Chair

October 2016 - May 2018

Smithsonian American Art Museum Arcade (Judge, Organizer)

October 2016 - July 2017

Global Game Jam @ American University (Organizer/Participant)

January 2017 - January 2018