

Kirby G. Cofino

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SHIPPED TITLES

DREAMSCAPER, *San Francisco*

Jun 2018 - Aug 2021

- Aided in combat and puzzle design by brainstorming, play-testing, and delivering proposals.
- Created tooling to automate the conversion of text documents into Unreal friendly data formats.
- Imported, timed, and animated all dialogue in the game.

FUNCTION FORCE, *Washington DC*

Jan 2017 - May 2017

- *Function Force* is an “educational shoot-em-up” designed to teach students linear algebra in an engaging way.
- Developed as a part of a \$100,000 contract between ETS and American University’s Game Studio.
- Built levels, aided in core system designs, and provided art assets ensuring a quality experience.

EXPERIENCE

EXPO, *San Francisco, CA*

Growth Engineer

Mar 2021- Present

- Implement any functionality needed to grow, retain, and re-activate our user base.
- Work closely with product and community to monitor, define, and evaluate growth initiatives using concrete metrics and a scientific, evidence-based approach.
- Work as a full-stack web developer on back-end services and client-side functionality across our entire platform.

EDUCATIONAL TESTING SERVICE, *San Francisco, CA*

Senior Software Developer - Research

Feb 2021 – Mar 2021

Software Developer

Feb 2020 – Feb 2021

Associate Software Developer

Sep 2018 – Feb 2020

- Worked as a full-stack web and app developer inside of ETS’s research division.
- Implemented apps and websites for language practice and learning informed by scientific research conducted by linguists, former teachers, and data scientists.
- Acted as lead front-end/back-end developer on multiple projects; launched an app to the app-store, developed a general-purpose internal API for rating language learner performance, developed multiple prototypes.

Natural Language Processing (NLP) Intern & Contractor

Jun 2017 - Sep 2018

- Optimized and rebuilt a conversation simulation application using Unity3D, cutting load times from 10 minutes to under 1 minute.
- Researched and implemented an automated, robust lip syncing pipeline including tools creation.
- Published a paper 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

Programming: C#, Zenject, UniRX, Typescript, React, AWS

Process: Scrum, Agile, Design Thinking

UX/Art: Figma, Blender, Krita, Aseprite, ShaderGraph

EDUCATION

American University, *Washington, DC*

September 2016 - May 2018

M.A. in Game Design, GPA 3.9

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