

Kirby G. Cofino

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EDUCATION

American University, Washington, DC
M.A. in Game Design,
Projected Graduation: 2018 GPA 3.89

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

SKILLS

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

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

EXPERIENCE

EDUCATIONAL TESTING SERVICES, San Francisco, CA

Natural Language Processing (NLP) Intern (full time, San Francisco)

June 2017 - August 2017

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 - Present

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)
IGDA DC Deputy Board Member
Smithsonian American Art Museum Arcade (Judge, Organizer)
Global Game Jam @ American University (Organizer/Participant)
P3M5 Privacy Game Jam @ the Goethe Institute (Organizer)

March 2018
October 2016 – Present
October 2016 - July 2017
January 2017
September 2016