

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
Art: Photoshop, InDesign, Blender

Languages: C#, C++, Python, Javascript
UX: Figma, XD, Lunacy

Experience

EDUCATIONAL TESTING SERVICE, San Francisco, CA

Associate Software Developer- Research

September 2018 - Present

Responsibilities: Coder/Designer/Researcher

- Worked as a part of a small, agile team which acted as an in-house accelerator for company IP without a clear path to market.
- Conducted market research, including solution and problem fit interviews, with customer segments to get a clear understanding of our IP's value and direction.
- Worked primarily as a front-end web developer using React, CSS, and AWS to quickly create and deploy complex, interactive prototypes.
- Stepped in to contribute to wire-framing and user research, as well as any other tasks which needed to get done to move the project forward.

Natural Language Processing (NLP) Intern (full time, San Francisco), Collegiate Associate (part time, Remote)

June 2017 - August 2018

September 2017 - May 2018

Responsibilities: Coder/Researcher/3D Artist

- Optimized and rebuilt an application using Unity3D to meet company goals.
 - Took load time 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 run a Unity WebGL Application and interface it with back-end 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.

GAME PROJECTS, Washington DC

September 2016 - May 2018

Responsibilities: Coder/Researcher/3D Artist

- 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.
- Worked collaboratively to produce a total of 12 complete games in a wide range of roles while attaining a Master's at American University.

ACTIVITIES

GDC CA (Conference Associate)
IGDA DC Deputy Chair
Smithsonian American Art Museum Arcade (Judge, Organizer)
Global Game Jam @ American University (Organizer/Participant)
P3M5 Privacy Game Jam @ the Goethe Institute (Organizer)

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