Kirby G. Cofino

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SHIPPED TITLES

FUNCTION FORCE, *Washington DC*   *January 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 (Educational Testing Services) and American University's Game Studio.
- Designed tunnel sections and puzzles to provide the client with their request of more testable moments.
  - Both require an understanding of the math concepts being conveyed for users to advance.
- Built most of the levels, aided in core system designs, and provided art assets ensuring a quality experience.

EXPERIENCE

EDUCATIONAL TESTING SERVICE, *San Francisco, CA*

Software Developer- Research   *September 2018 - Present*
- Fullstack web and app developer using mainly React/React Native and AWS to quickly create and deploy complex, interactive prototypes every 3-6 months.
- Lead front-end/back-end developer on multiple projects; architected and implemented major systems such as a gamefied badge system, user history, providing users automated feedback on their speech, and authentication.
- Coordinate with design, engineering, and production in defining product vision and functional requirements to keep projects on track and correctly prioritized/scoped.
- Contribute to design, wire-framing, and user research in order to accelerate iteration and maximize product/ market fit.

Natural Language Processing (NLP) Intern & Contractor   *June 2017 - September 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.
- Interfaced our Unity WebGL front-end with back-end proprietary NLP systems using C# and Javascript.
- 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
Processes/Production: Agile, Design Thinking   *UX:* Figma, XD, Lunacy

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*