Kirby G. Cofino

1405 Church St, San Francisco, CA 94131 |
kirbygc00@gmail.com | (914) 462-7339 | http://www.kirbycofino.com

EDUCATION

American University, Washington, DC   SUNY Purchase, Purchase, NY
M.A. in Game Design, 2018   GPA 3.91   B.A. in Philosophy, 2013   GPA: 3.48

SKILLS

Game Engines: Unity3D, Unreal Engine   *Languages:* C#, C++, Python, Javascript
Art: Photoshop, InDesign, Blender   *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),   *June 2017 - August 2018*
Collegiate Associate (part time, Remote)   *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/Designer/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)   *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*
P3M5 Privacy Game Jam @ the Goethe Institute (Organizer)   *September 2016*