Kinnara Bosworth

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Education
University of Florida
- BA Digital Arts & Sciences
- Computer and Information Sciences and Engineering Minor

Relevant Coursework
- Game Content Production I and II
- Design and Production Studio I and II
- Game Systems Development I and II
- 3D Digital Animation Techniques

Work Experience
Vivid Sky Productions

Photography Intern   (January 2022 - present)
- Applied composition, lighting, and visual storytelling techniques to generate marketing content
- Managed media teams at live events, organized and compiled content
- Evaluated live performance possible interns as part of their interview process

Projects
Rune Fjell

Game Systems Programming and Shader Development (Unity 3D)
- Utilized data structures in C# to optimize game systems such as a skill tree and quest log
- Developed a realistic water shader with Shader Graph using vertex displacement, wave patterns, a foam layer, and accurate water depth perception

Toxic Harvest

Gameplay Programming, Game Design (Unity 2D)
- Solo project with original gameplay scripts created over a 2 month period
- Scripted game mechanics using object-oriented programming in C#

Universal Harvesters

Web3 and Gameplay Programming (Unity 3D)
- Award winning game in 2023 Algorand Hackathon created in a team of 5
- Altered C# code to create a Web3 play-to-earn feature through the Pera Wallet application

Lantern's Route

Gameplay Programming, Level Design (Unity 2D)
- Scripted gameplay mechanics that emulated real-world physics in C#
- Responsible for implementing all assets and scripts into a finished Windows build

Involvement
DevLup   (September 2022 - present)
- Practiced and optimized skills in C# programming and Blueprint
- Learned features of Unreal Engine and Unity such as level design and creating UI interfaces through workshops and Game Jams

Skills
- C++, C#, Python, Unity, Unreal Engine
- Microsoft Office Suite, Trello, Figma
- Adobe Creative Suite: Photoshop, Illustrator, Premiere Pro, Lightroom