

Kenta Lipsey

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Education

University of Washington

Fall 2021 - **Present**

Bachelor of Science in Informatics

March 2026

- Dean's List

Technical Skills

- **Languages:** C#, Java, JavaScript, TypeScript, SQL, R.
- **Web and Game Development:** HTML, CSS, React, LINQ, Bootstrap, Vite, R2API, Unity, Blender, WWise.
- **Tools:** Git, Affinity Designer.

Experience

Fortunes from the Scrapyard: Project Manager & Software Engineer

Dec 2023 - **Present**

- Developed engaging game mechanics in **C** and **Unity**, resulting in positive player feedback.
- Rewrote project back-end using reusable modules to support efficient workflow and organization of multiple APIs from **Thunderstore** leading to significantly less difficulty navigating the team's Unity Project.
- Animated 3D assets using **Blender**, focusing on in-game smoothness and player expression, which increased interest in future development
- Modeled and Textured 3D characters, items, and assets using **Blender** that were optimized for game performance downsizing file sizes by over 25%.
- Mentored 3+ developers in **C#**, **Blender**, and **Unity** who have now contributed well-received content to the project after only 1 month of tutelage. Mentorship also led to developers receiving freelance work as they study in higher education.
- Designed content while collaborating with other developers to create thematic visual storytelling using gameplay mechanics and art has boosted the project's popularity to more than 1,000 active followers.

Game Design Freelancer: Software Engineer & 3D Designer

March 2024 - **Present**

- Designed and developed playable characters based on client specifications, incorporating iterative feedback to achieve faster delivery.
- Fully programmed character gameplay behaviors while properly maintaining and bug fixing via **Git** to prevent future updates to the game from breaking mod compatibility.
- Modeled, Animated, and Textured 3D characters in **Blender** based on clients requested designs and details making 1:1 models from provided concept art.

Huskies for Neurodiversity: Web Developer, Open-Source Contributor

Dec 2023 - Sep 2024

- Built websites back-end and front-end using **React** + **Typescript** and **Vite** that supported the ability to be expanded for future development.
- Designed visuals and UI placement to consider accessibility by using distinct color patterns and modules via **CSS** + **Bootstrap**.

Projects

Portfolio Website: Challenged myself to create a lightweight but visually appealing website using only **HTML** and **CSS** that showcases my work and details about me. This was my first time applying what I learned from self-studying without relying on frameworks such as **React** and I found it challenging to organize CSS styling. By analyzing and understanding the fundamentals other websites use to create a good CSS hierarchy, I was able to build mine in only 1 week.