Kevin Plunkett

kevin.plunkett05@gmail.com | (650) 305-9639 | Saratoga, CA
http://www.linkedin.com/in/kevin-plunkett | https://github.com/kplunkett05

EDUCATION

University of Maryland, College Park   **Expected Graduation: May 2027**
Bachelor's degree in Computer Science   *Current G.P.A: 3.735*
Relevant coursework: C, Compilers, Java 1 & 2, Linear Algebra for Computer Science, Calculus 1 & 2

High School-Community College Dual Enrollment   **2019 - 2022**
West Valley College, San Jose City College, UC Scout at the University of California   *G.P.A: 4.0*
Relevant coursework: C and C++ Programming, Computer Science Principles, Introduction to Computing

EXPERIENCE

TBD, in-development 3D project   **July 2023 – Present**
Full Stack Developer, Graphic Designer, Story Writer, Music Composer
- Utilized open source graphics engine Godot and its proprietary GDScript language
- Created concept designs on paper and transformed them into 2D artwork using Aseprite and Photoshop
- Used Blender to create meshes, skeleton rigs, and multi-stage animations and began material work
- Applied an 8x MSAA anti-aliasing technique to enhance fidelity without a compromise in clarity
- Released a development build to alpha testers, demonstrating project management and quality assurance

'Misinformation and ChatGPT' Info Page   **October 2023 – December 2023**
Web Developer and Researcher
- Created an educational webpage using HTML, JavaScript, and CSS, hosted by Github Pages
- Brought awareness to the misinformation risks associated with using AI tools like ChatGPT
- Conducted an 8-week research study in collaboration with Dr. Davis
- Studied the impact and future implications of Large Language Models, deep fakes, and image generation
- Transformed research into a website that dynamically responds to user inputs via OpenAI's API

'Traffic Light Trouble' Video Game   **July 2023**
Indie Developer
- Competed in the GMTK Game Jam 2023, an annual game making marathon with a 48 hour time window
- Created all assets during the time frame, including C# code, design, art, audio, dialogue, and graphics
- Gained extensive experience with the monobehaviour framework in C# for physics simulations
- Voted top 1/6th of the total 6700 submissions by both the public and other participants

'Spirit' Video Game   **July 2020 – April 2023**
Lead Developer, Story Writer, Artist
- Spearheaded the development of an RPG-style video game and managed a team of 10 members
- Held a diverse range of responsibilities, from coding and system integration to creative contributions
- Actively collaborated with a project manager to receive and implement feedback
- Published the first alpha build in early 2023, showcasing project completion and public engagement skills

Awards/Recognition
- Voted top 1/6th in the GMTK Game Jam 2023
- Honorable Mention in the Scholastic Writers Award: Science Fiction

Skills
- Languages: Java, JavaScript, C++, C, C#, GDScript, HTML, CSS, French
- Software: VSCode, Terminal, Git+Github, Unity, Godot, Blender, Google & Office Suites, Photoshop & Premiere Pro
- Soft Skills: Leadership, Project Management, Research & Analysis

Interests/Hobbies
- Traditional Art, 3D Animation, Game Development, Fiction Writing, Graphic Design, Music Composition