KENNETH PROBECK

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Portfolio: kprobeck.github.io

Projects

Programmed and designed User Interface, animations, and designed levels for "ColorCoded," an award-winning Puzzle game built for mobile devices using the Unity game engine. Created artwork, animations and all User Interface for the application using C# scripting, providing a friendly user experience. Currently working on the project with a team size of three, planning to release on the iOS and Android marketplaces in Late 2017. "ColorCoded" was awarded at the RPI GameFest 2017 for Outstanding UI and Best Puzzle Game at the Microsoft Imagine Cup during Spring 2017.

Designed and balanced "inDICEsion," a table-top game where foam dice are thrown at boards to score points, or can be thrown to knock other players' dice out of the competition. This is a family-friendly game built for anywhere from 2 to 6 players. Game complete with a team size of five people, over the span on a six week process.

Work Experience

Instructor   May 2017 to August 2017
iD Tech Camps, Acadamies & Online - Old Westbury, NY
  - Developed lesson plans for students to follow each week.
  - Instructed and assisted students in creating First-Person Shooter levels and VR Experiences using the HTC Vive and the Unreal Game Engine.
  - Facilitated a friendly and open working environment.

Cooker/Server   August 2015 to Current
Rochester Institute of Technology - Rochester, NY
  - Prepare and server food to customer specifications.
  - Maintain a clean work area.
  - Work in busy environment, processing many orders quickly and correctly.

Education

Bachelor of Science: Game Deisgn and Development   Current
Rochester Institute of Technology - Rochester, NY
  - GPA: 3.8 / 4.0
  - Dean's List all terms, Presidential Scholarship
  - Relevant Classes:
          Level Design, Rich Media Development, Real-Time Interactive Media,
          Web Design and Development, Math Graphical Simulation,
          3D and 2D Animation and Asset Production, Data Structures and Algorithms,
          Object-Oriented Programming and Structures

Skills

Proficient in: Unreal Engine 4, Unity, Level Design, Adobe Photoshop, Adobe Illustrator, Visual Studio, C#
Familiar with: Javascript, HTML5, CSS3, Node.js, HTC Vive, Autodesk Maya, C++