KENNETH PROBECK

212 Sandy Lane, Warwick, RI 02889 | (516)-713-2208 | kennethprobeck@gmail.com
Portfolio: kprobeck.github.io

Projects

HexColored

Programmed and designed User Interface, animations, and designed levels for "HexColored," 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. Available on the Google Play store for Android devices.

Awards RPI GameFest, 2017 - "Outstanding UI"
          Microsoft Imagine Cup, Spring 2017 - "Best Puzzle Game"

The Original Mobile Games

The Original Mobile Games is a co-production between RIT, The Strong National Museum of Play, and Second Avenue Learning. Programmed and designed User Interface, along with programming multiple minigames within the collection. Application uses C# scripting. Available on the Google Play store for Android devices and the App Store for iOS devices.

Work Experience

Gameplay Programmer   January 2018 to June 2018
Rochester Institute of Technology & The Strong Museum - Rochester, NY
   - Programmed a mobile game using C# scripting and the Unity game engine.
   - Organized and facilitated meetings as a Research Fellow of the museum.
   - Developed software that is part of a historical reference frame within the museum.
   - Researched historic games to incorporate within application.

Instructor   May 2017 to August 2017
iD Tech Camps, Academies & 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.
   - Facilitated a friendly and open working environment.

Education

Rochester Institute of Technology - Rochester, NY
Bachelor of Science, Summa Cum Laude: Game Design and Development. August 2018
   - GPA: 3.8 / 4.0
   - Dean's List all terms, Presidential Scholarship
   - Minored in Creative Writing

Skills

Proficient in: Unreal Engine, Unity, Level Design, Adobe Photoshop, Adobe Illustrator, Visual Studio, C#

Familiar with: Javascript, HTML5, CSS3, Node.js, HTC Vive, Autodesk Maya, C++