

# Kenny Park

## Gameplay Programmer

(408)520-8703  
parkkennypark@gmail.com  
Portfolio: kennypark.xyz

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### Education

Purdue University, West Lafayette, IN

Expected Graduation: May 2023

Pursuing a Bachelor's Degree in Computer Graphics Technology, Game Design

Minoring in Computer Science

GPA: 3.71

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### Work Experience

iTap Envision Center, West Lafayette, IN

September 2019 - Present

Unity3D C# Programmer

- Write C# scripts within Unity to create features for various virtual lab projects
- Work with pre-existing code to extend or change program functionality
- Actively communicate project updates to clients while answering to questions or changes they may have

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### Technical Proficiencies

#### Skilled

- Unity3D
- C# Scripting
- Godot
- Blender (modeling)

#### Working Knowledge

- Git
- Android and IOS Publishing
- Java, C
- Adobe Illustrator, Photoshop, Lightroom, Premiere

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### Projects

XR Roof Construction Safety Research, Unity Engine

October 2021 - October 2022

Programmer

- Integrated and troubleshoot the Varjo XR-3 mixed reality headset within Unity following their documentation
- Utilized VIVE trackers and base stations to track user positioning on a physical roof setup
- Designed systems for data logging, animation sequencing, eye/position tracking, experiment management, and more using the state machine and singleton patterns

Gawr Gura, Quest for Bread, Godot Engine

March 2021 - Present

Sole Developer

- Implemented a finite state machine that can be applied to any entity (players, NPCs, enemies)
- Programmed systems for combat, platforming, dialogue, cutscenes, and state saving
- Designed the game's overall art and aesthetic to form a cohesive, unique identity

Purdue Virtual Labs, Unity Engine

September 2019 - December 2021

Programmer

- Integrated assets from other team members into Unity for various labs
- Utilized Unity's UI system to make interfaces that are responsive, intuitive, and aesthetically pleasing
- Created and maintain builds hosted on Amazon's S3 service

Wreck The Halls, Unity Engine

Game Jam, October 2019

Sole Developer

- Rapidly ideated and executed gameplay within a 24 hour game jam period
- Optimized performance for mobile devices using Unity's profiler
- Balanced difficulty to provide a challenge without being overly frustrating

More projects at kennypark.xyz