

Kenny Park

Unity Game Developer

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Portfolio: kennypark.xyz

Education

Purdue University, West Lafayette, IN
Pursuing a Bachelor's Degree in Computer Graphics Technology, Game Design
Minoring in Computer Science
GPA: 3.84

Expected Graduation: May 2023

Work Experience

iTap Envision Center, West Lafayette, IN
Unity3D C# Programmer

September 2019 - Present

- 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 any questions or changes they may have

Technical Proficiencies

Skilled

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

Working Knowledge

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

Projects

XR Roof Construction Safety Research, Unity Engine
Programmer

October 2021 - Present

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

Be Not Afraid, Godot Engine

March 2021 - August 2021

Lead Programmer, VFX Artist

- Led a student team of eight in learning Godot and Github and keeping active communication
- Programmed systems for movement, dialogue, and boss behaviors
- Shaped the game's unique visual identity through post-processing and visual effects

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

Duck Warfare, Unity Engine

May 2016 - August 2017

Sole Developer

- Scripted systems for combat, dialogue, upgrades, and achievements
- Designed a story, characters, and gameplay that is simple yet rewarding
- Saw a project through from conception to release
- Amassed over one million downloads between the Apple and Google app store

More projects at kennypark.xyz