

Kenny Park

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Website / Portfolio: kennypark.xyz

Summary

A self-motivated and communicative student from the Bay Area who enjoys all facets of the game creation process, with a focus on gameplay scripting. Aims to create things that spark happiness in others, and is looking to get experience working in a team of similarly dedicated and driven people.

Education

Purdue University, West Lafayette, IN

Expected Graduation: May 2023

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

GPA: 3.84

Work Experience

iTap Envision Center, West Lafayette, IN

September 2019 - Present

Unity3D C# Programmer

- Write C# scripts with the purpose of implementing data sets for virtual labs
 - Work with pre-existing code to extend or change a program's functionality
 - Actively communicate with clients to confirm the applications meet their needs and desires
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Technical Proficiencies

Skilled

- Unity3D, for 2D and 3D
- C# Gameplay Scripting
- Blender
- Android and IOS Publishing

Working Knowledge

- Java
 - Git
 - Adobe Premiere Pro
 - Adobe Photoshop
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Projects

Wreck The Halls, Android and iOS App Stores

24Hour Game Jam October 2019, Polished January 2020

Sole Developer

- Quickly went from ideation to production within the 24 hour game jam period this was made for
- Balanced gameplay to provide a challenge without being overly frustrating
- Optimized performance for mobile devices using Unity's profiler

Duck Warfare, Android and iOS App Stores

May 2016 - August 2017

Sole Developer

- Designed a story, characters, and gameplay that is simple yet rewarding
- Scripted systems for combat, shopping, upgrades, achievements, and more
- Learned how to see a longer term project through to the end

More personal projects are on my website!

Activities

Independent Game Developers Club, West Lafayette, IN

September 2020 - Present

President

- Organize weekly meetings to give members a dedicated time and space to work on personal projects
- Provide help to other members in any step of the development process to the best of my abilities
- Hold workshops and game jams for participants to build their skills and development knowledge