Kevin Chase

(310) 245-5504

cherryshroomdev@gmail.com

cherryshroom.net

Qualifications:
- Takes initiative to learn and research new concepts.
- Eager to collaborate with others and strengthen communication within a team setting.
- Has been learning to develop games independently since 2008.

Computer Proficiencies:
- Cumulative 5 years of formal education in programming, and more experience outside the classroom
  - Proficient with Java (since 2012), Python (since 2015), C++ (since 2016)
  - Past experience with HTML, JavaScript, MATLAB, SQL, C, C#, x86 assembly
- Experience with various development environments, including Eclipse, Visual Studio, UE5, and Unity
- Experience with auxiliary programs like Maya, Blender, FL Studio, and Krita
- Implementation of data structures including heaps, hash tables, and linked lists
- Technical art skills include writing shaders, linear algebra, sculpting/retopology, skinning, and texturing
- Ability and willingness to quickly learn new programming languages

Education:
- BS in Computer Game Science, **University of California, Irvine** (Class of 2019)
  - GPA: 3.5
  - Course study includes Networked Game Systems, Computer Graphics, Artificial Intelligence, Databases, Data Structure Implementation, Game Design, 3D Modeling, Computer Vision
- Master's in Game Programming, **DePaul University** (Class of 2024)
  - Course study includes Optimized C++, Applied 3D Geometry, Game Engine Development, Android Development, and Computer Networking
- AP Computer Science Exam- 5/5 score

Practical Experience:
Yacht Club Games Programming Internship   (June-August 2018)
- Quickly adapted to company coding standards, tools, and engine
- Used programming abilities in a collaborative team environment
- Practiced effective C++ debugging with Visual Studio

Heavy Iron Studios Programming Internship   (June-August 2023)
- Learned to use C++ and Blueprint with Unreal Engine 5.1
- Fixed existing bugs and implemented new features following design documents for an unreleased title
- Used Perforce for version control and Review Board for code review

Game Jam Participation   (Ongoing)
- Ludum Dare 46: Created a 2D puzzle platformer with 3D graphics, solo project
- GMTK Jam 2022: Collaborated to make a 3D auto-chess game, both programming and graphics

Cromadic Capstone Development   (September 2018-March 2019)
- Wrote shaders in HLSL, made concept sketches and 3D art assets to craft game's aesthetics
- Wrote scripts in C# to aid level designers and provide consistency for shaders