

Kevin Chase

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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 6 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, C, C#, x86 assembly
- Experience with various development environments, including 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, Real-time Networking, and VR Development
- 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
- Ludum Dare 53: Modeled and rendered environment for a side-scrolling beat-'em-up
- Ludum Dare 54: Programmed and made art for 3 different minigames (2nd place in "Humor")
- Ludum Dare 55: Programmed player movement and enemy behavior for a 2D platformer
- GMTK Jam 2024: Rigged and programmed monster AI with procedural animation