**Kevin Harm**

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Summary

**Self-motivated game designer who focuses on scripting, designing usable Gameplay systems, and enjoys making interesting environments. Strives to be a reliable problem-solver and passionate about bring life to projects.**

Experience

**January 2017 – April 2017**

Game Scripter Intern | E2i Creative studio | Orlando, FL

* **VR Movement and object manipulation**
* **3D VR intractable menus**
* **GitHub source control Manager**

Skills

**Software:**

* **Autodesk Maya**
* **Adobe Photoshop & Premiere**
* **Microsoft Office & Google docs**
* **Perforce**
* **Tortoise SVN**
* **Visual Studio**

**Game Engines:**

* **Unreal Engine 4**
* **Unity**

**Game Design:**

* **Blueprints and Game Scripting for Unreal**
* **C# Game Scripting for Unity**
* **Designing and white boxing levels**
* **AI Scripting and Behaviors**
* **Playtest conducting and iteration**
* **Documentation**

Game Projects

2016 “Merry Mayhem” Lead Programmer (Team of Ten)

Single player, Twin stick shooter action game

* **Over 150 hours in blueprints**
* **Created enemy AI systems**
* **Programmed a 3rd person player controller that manages over unique 12 abilities**
* **Create a working skill tree that saves progress (even when exiting the app) using the unreal save system**

2016 “Lucid Shift” Producer and Level Designer (Team of fifteen)

Single player, First person puzzler

* **Managed a large group of students**
* **Managed Source Control using Perforce**
* **Designed and programmed several levels in unreal**
* **Managed Level streaming**

Education

**University of Central Florida | Digital Media B.A.: Game Design | 2017**

**Eastern Florida State College | Associate's Degree | 2013**