

Daniel Lee Kennedy

Technical creative with a versatile skillset. Looking to build a career at a rapidly evolving and fast-paced company. Organization, accuracy and attention to detail are key tools I utilize when managing projects.

EXPERIENCE

Vantage Point Media Sacramento, CA — *Creative Production*

August 2013 - January 2019

- Digital and print ads created daily while meeting client's brand guidelines
- Implemented web design best practices increasing client's online visibility
- Over 50 motion graphics animations created and viewed by thousands

iD Tech Camp Campbell, CA — *Instructor*

June 2013 - August 2013

- Campers completed games in Unity3D under my guidance
- I built a fun, safe, creative work environment helping others succeed
- Quickly adapted to unfamiliar software providing solutions campwide
- Instilled life-long technical professional skills in to young minds

Ameon Entertainment Sacramento, CA — *Programmer*

February 2012 - May 2013

- Published Unity3D games to the iOS market, documenting the process
- Made a player "Karma" system using C# for Unity3D adding replay value
- Essential in helping art team learn and navigate game design software

EDUCATION

B.S. Digital Entertainment & Game Design — 2011

ITT Technical Institute - Rancho Cordova, CA

A.S. Information Technology-Multimedia — 2007

ITT Technical Institute - Rancho Cordova, CA

PROMINENT PROJECTS

Natalia's Kitchen — *Vantage Point Media*

Ensuring the highest level of quality possible, I built and managed nataliaskitchen.net and their online presence with accuracy and attention to detail.
2014-2019

Doomsday Zombies — *Ameon Entertainment*

One of the first twin-stick shooters published exclusively on the OUYA console

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SKILLS

Unity 3D, Adobe CC, Maya, Photoshop, After Effects, C4D, Unreal Engine, 3DS Max, Microsoft Office

C#, Javascript, HTML/CSS, PHP, Unity Javascript, SQL, CMS, Frameworks

Ability to work directly with any department or client to forward productivity and achieve goals

Adaptable, priority focused, problem solver, fast-paced, multi-tasker, driven by finding solutions and providing results

ACCOLADES

Multiple games published, downloaded, and played on iOS App Store, Google Play, OUYA, & Gamejolt.com

Former Design Team member for Produce Industry Magazine - The Snack

HackerLab Sacramento Game Dev Local Contest - 1st prize winner for "Just Sleep" on PC


Master Development Certificate in Programming January 2013




www.danieleekennedy.com
Please contact for references

DANIEL LEE KENNEDY


(916)475-0006

DLKennedy.dev@gmail.com

<p>5½ YEARS WORKING AS A PRODUCTION ARTIST IN SACRAMENTO, CA. IV'E RELEASED GAMES ON MULTIPLE PLATFORMS, TAUGHT KIDS AT A TECH CAMP, AND HELPED BUSINESSES GROW.</p> 	<h2>ABOUT ME</h2> 
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<h2>TECHNICAL SKILLS</h2> 	  <p>AND MORE...</p>
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<p>B.S. DIGITAL ENTERTAINMENT & GAME DESIGN, ITT TECHNICAL INSTITUTE, RANCHO CORDOVA, CA 2011</p> <hr/> <p>A.S. INFORMATION TECHNOLOGY-MULTIMEDIA, ITT TECHNICAL INSTITUTE, RANCHO CORDOVA, CA 2011</p>	<h2>EDUCATION</h2> 
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<h2>PROFESSIONAL EXPERIENCE</h2> 	<p>VANTAGE POINT MEDIA PRODUCTION ARTIST - AUGUST 2013 TO JANUARY 2019</p> <hr/> <p>ID TECH CAMP - SUMMER 2013 INSTRUCTOR - JUNE 2013 TO AUGUST 2013</p> <hr/> <p>AMEON ENTERTAINMENT PROGRAMMER - FEBRUARY 2012 TO MAY 2013</p>
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WWW.DANIELLEEKENNEDY.COM