

Kevin Geisler

www.kevin-geisler.com

Education

DePaul University, Chicago, IL
Bachelor of Science in Computer Games Development, Game Programming Concentration, **June 2010**
Minor in Japanese Language Studies
Honors Student
G.P.A. 3.97/4.0

Work Experience

- Young Horses, Inc.**, *COO, Producer, Programmer* Chicago, IL **July 2011 – Present**
- Lead studio development on the independent cross-platform game, *Octodad: Dadliest Catch*
 - Design and architect technical solutions for gameplay, tools, and audio/visual needs
- Rocket Gaming Systems**, *Associate Software Engineer* Chicago, IL **Oct 2011 – Sept 2013**
- Rapid development of software gaming titles in release cycles of 3-4 months
- Vicarious Visions**, *Game Programmer Co-op* Albany, NY **Aug 2010 – May 2011**
- Implemented and debugged user interface features for an unannounced AAA multiplatform game
 - Worked in various areas of gameplay code and script to implement features and bug fixes
 - Expanded existing camera system to include spline paths based on level progression
 - Provided engineering and content creation support for designers and artists
- Eclectic Video Productions**, *Sole Proprietor* Versailles, IN **2002 – 2010**
- Produced over 200 video and photography projects, working with clients of varying demands
 - Designed and maintained over 12 websites for commercial and personal operations

Projects

- Octodad: Dadliest Catch**, *Producer, Programmer* **May 2011 – Present**
- Developed and supported a custom scene editor using Winforms & C#
 - Implemented shaders, UI, camera, and gameplay features
 - Organized Scrum sprint meetings and handled production scheduling
 - Ported and released game for PlayStation 4
- Octodad**, *Tech Advisor, Programmer* **June 2010 – May 2011**
- **Independent Games Festival Student Showcase Winner**
 - Created base solution and established content pipeline using Irrlicht rendering engine, PhysX physics engine, and FMOD audio engine
 - Implemented gameplay mechanics for non-character dynamic physics-based objects and trigger volumes
 - Regularly profiled game and applied optimizations for graphics, physics, and asset management
- Devil's Tuning Fork**, *Graphics Programmer, Audio Lead* **June 2009 – June 2010**
- **Independent Games Festival Student Showcase Winner**
 - Developed shader techniques & gameplay mechanics tied to audio & visuals
 - Created a 3D audio system using XACT, set up a system for interpolating between areas for environmental reverb, and composed the music
 - Co-designed and implemented screen and interface graphics and behavior

Skills

Visual Studio, C/C++, C#, DirectX, OpenGL, HLSL, GLSL, Unreal Engine, Havok, PhysX, FMOD, XNA, Winforms, Perforce, SVN, Adobe Creative Suite, Autodesk Maya, Microsoft Office, Windows OS, Mac OS, Linux, PlayStation 4, Xbox One, Wii U, Android, XML, HTML, Scrum

Full portfolio and samples available at www.kevin-geisler.com/gamedev.html