

KEENAN BARBER

Game Developer & Computer Scientist

OBJECTIVE

I am seeking a position to help further my knowledge in the game design industry and gain experience in a team-based environment.

CONTACT

Mobile (612)-940-8055
Email keebar.me@gmail.com

SOFTWARE

- Unity
- Unreal Engine
- Photoshop
- Blender
- Eclipse
- Microsoft Visual Studio

LANGUAGES

- C#
- C++
- Java
- JavaScript
- HTML/CSS/PHP
- Python

ACTIVITIES

Treasurer of UW-Stout's International Game Developer's Association (IGDA) from Sep. 2015 – Aug. 2017. Also traveled to Minneapolis for IGDA Twin Cities meetings.

Took part in multiple 48-hour game jams.

Participated in the Train Jam and attended the Game Developer's Conference (GDC) in 2017.

Member of a concert band for 7 years.

EDUCATION

University of Wisconsin-Stout
Menomonie, WI

Graduation Date
May 2019

GPA 3.882

Majors

- Game Design and Development – Computer Science
- Applied Math and Computer Science – Software Development

Minor Math

Richfield High School
Richfield, MN

Graduation Date
June 2014

GPA 4.000+

TEAM PROJECTS

UMBRELLA MONDAYS

A 3-D puzzle/story game made with Unity. Play as a girl named Fella and recover your memories of what happened to your mother.

Role: I worked on the UI for the game including the menus and a journal the player can flip through.

SMALL HOURS

A 3-D exploration and stealth game made with Unity. After accidentally entering a portal to a dark dimension, find your missing cat and escape.

Role: Wrote the code to control the camera and other gameplay elements like throwing and noise detection.

ESCAPE

A 3-D room escape game developed for Unreal Engine. Solve a series of puzzles and discover clues explaining why you must escape.

Role: Coded the player controller and camera as well as the interactions with items.

PAINTER'S QUARREL

A cooperative 2-D painting game made with JavaScript and HTML. Both players must try to paint an image before time runs out.

Role: I made the artwork for the game and the overall framework for the other programmers (level-based system and UI).

WORK HISTORY

Intern at BI Worldwide June 2017 – Aug. 2017
Worked as a front-end developer assisting with employee reward systems and prototyped a web-based game.

Supplemental Instructor for Computer Science Jan. 2016 – Present
Assisting students with their programming problems and questions in a tutor lab.

UW-Stout Dining Services Sep. 2014 – Dec. 2015