



# Ty Kennington

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## Game Projects

### Fail to Win

- Published to Steam
- 3D puzzle platformer with hours of content
- Made a custom stage builder and used that stage builder to create levels for the game.
- Iterated on design based on demo feedback to fix difficulty and improve player experience.

### Unnamed Name Game

- Ongoing adventure RPG project
- Built custom tools for dialogue and 3D tilemaps
- Learned some basic Blender modeling, rigging, animating, etc.

### Unity3D Assets and Tools

- Designed, built, and maintained five code packages available to other developers through the Asset Store
- Assets range from UI to level design tools.

### Game Jams

- Regularly participated in games jams ranging from a few days to a few months.
- Experimented with novel game design ideas from many genres
- Practiced various skills such as 3D and 2D art, shader programming, and level design.

## Work Experience

### Professional Services Engineer

February 2020 -Present

MetaSource

Draper, UT

- Built solutions for automating mortgage processes.
- Worked closely with clients to test, deploy, and maintain those solutions.

### Software Engineering Intern

April 2019 – September 2019

The Church of Jesus Christ of Latter-Day Saints

Riverton, UT

- Collaborated with a large team to build, test, and maintain software used worldwide.
- Helped break up a large .NET web application into a microservice architecture.

### Software Developer

2015-2018

Brigham Young University – Idaho, University Store

Rexburg, ID

- Coordinated with bookstore employees and other developers to design, test, review, and revise software.
- Built web, desktop, and mobile applications
- Gained experience in .NET/C#, Java (Android), and JavaScript (AngularJS)

### Software Developer and Game Master

2017 -2019

Gnarly Escapes

Idaho Falls, ID

- Created software for out-of-home entertainment.
- Facilitated immersive and fun experiences for guests by carefully resetting puzzles, adjusting difficulty, and guiding participants.

## Education

### Bachelor of Computer Science (Graduated 2019)

Brigham Young University – Idaho