KIMBERLY YUKARI SWIFT

Game Producer, Designer, Programmer

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EDUCATION:

2001 – 2005: *Bachelor of Science Degree in Real-Time Interactive Simulation (Computer Science) at Digipen Institute of Technology, Redmond, WA. Graduate April 2005.*

PROFESSIONAL/INDUSTRY EXPERIENCE:

2-D Animator for "Cryptic": -Created the 2D animation sequences found in the live-action short "Cryptic" located on the Broken Saints DVD (www.brokensaints.com) (2004).

Game Tester: -Beta-tested Dungeon Siege: Legends of Aranna by Gas Powered Games for player usability in networked instances of the game. Assisted in game balancing issues and bug location (2003).

Teacher's Assistant: -Assisted middle school and high school students in using their imagination to create games in the DigiPen Institute of Technology Summer Workshops (2002).

GAME PROJECTS (DIGIPEN):

Narbacular Drop (Current):

Producer, Art Director, and Programmer; team of eight (4 artists, 4 programmers)

-Created the team's Project Planning Timeline, Milestone Checklists, and assisted with the Game Design Document and Technical Design Document for the game.
-Coordinated getting the art team's models and textures into the game, and exporting the 3D Studio Max files into .X files when necessary.
-Scheduled team meetings, distributed and collected weekly reports to help the entire team keep track of the current progress on the game, and enable communication between artists and programmers.
-Created a state machine system and the artificial intelligence for the NPC characters in the game, to further immerse the player in the game's simulated world.

Desert Derby (2003-04):

Producer and Programmer; team of eight.

-Increased team organization by arranging team meetings and weekly reports, and by creating the game's Project Planning Timeline.
-Designed and implemented the basic front-wheel drive racing simulation physics engine that the vehicles in the game are using.
-Implemented the artificial intelligence for the gunner in each buggy vehicle.
-Designed and created an informative and aesthetically pleasing game manual.

Gun Fu (2002-03):

Art Director and Programmer; team of eight.

-Assisted in writing the Game Design Document.
-Created visual content, marketing materials, and user interfaces for the game.

TECHNICAL EXPERIENCE:

Computer Languages: -C/C++ (6 years), JavaScript (1 year), C# (1 year), HTML (2 years).

Physics/Math Programming: -Including a basic car racing physics engine, gravity modeling, quaternion rotations (SLERP, Circular Blending), Bezier curves and splines (4 years).

Graphics Programming: -DirectX/Direct3D, ray casting and culling algorithms (4 years).

Miscellaneous Tools: -Microsoft Visual Studio 6.0 and .Net (5 years), Microsoft Office Seriest (9 years), Microsoft Project (3 years), Adobe Photoshop Series (6 years), CorelDraw Series (4 years), 3D Studio Max Series (2 years), ToonBoom Studio V2 (1 year).