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## Objective

To collaborate with a good team that can use my skills and help gain new ones

## Technical Skill and Abilities

- **Software:** Unreal 4, Perforce, Unity 3d Game Engine, Autodesk Maya, Adobe CC (Photoshop, Illustrator, Premiere), Microsoft Office (Word, Excel, PowerPoint), Adobe Flash, Jenkins, Jira, InstallShield
- **Programming Languages:** Blueprints, C#, C, C++, Java, JavaScript, Python, html, ActionScript3
- **Skills:** Level design, scripting, whiteboxing, Terrain painting and deformation, concept and design documentation

## Related Work Experience

- **Beached: Escape From Bunny Island ([link](#))**
  - **Software:** Unreal 4.6, Perforce, Adobe Photoshop CC, Autodesk Maya 2014
  - **Roles:** Lead Designer
    - Lead Designer: I lead the weekly meetings checking on each team's progress and assigning new tasks. I also assisted the Tech Team on any programming that was needed. I worked on Game and Level Design Documentation. I designed the Hub world, the Lighthouse Level, and the two deleted scenes.
  - Presented at SVAD Character Animation Premiere and Digital Media Showcase 2015
- **Emergence ([link](#))**
  - **Software:** Unreal 4.4, Perforce, Adobe Photoshop CC, Autodesk Maya 2014
  - **Roles:** Tech Team/Programmer, Designer
    - Programmer: I programmed one of the four turrets, the player objectives, and created the money system. I programmed the level blueprints for Level 1, Tutorial Level and Credits Level
    - Designer: Designed the Tutorial Level, Credits Level, assisted on the world building and designed enemy pathing for Level 1.
  - Presented at Indienomicon Expo 2014
- **Unreel Fishing ([link](#))**
  - **Software:** Unity 4, Adobe Photoshop CC, Autodesk Maya 2014
  - **Roles:** Lead Programmer, Designer, Artist, Animator
    - Lead Programmer: I programmed all the mechanics including: catching fish, scoring, fish spawning, etc.
    - Designer: Designed each fish's function, gameplay, and level design.
    - Artist/Animator: I made all the fish sprite sheets, animations and level assets.
  - Unreel Fishing was ported to the UCF SVAD Arcade machine which can be found on campus at UCF in the OTC and Visual Arts Buildings.

## Education

- University of Central Florida
  - Major: Digital Media B.A.  
Game Design (May 2015)

## Skills

- Speak English and Spanish

## Work and Volunteer History

- **Cubic Simulation Systems Division** (407) 859-7410
  - Dec. 2015 - July 2016
  - Intern Engineering Software
- **Seminole County Public Schools (Hagerty High School)** (407) 871-0776
  - October 2015 - Present
  - Modeling and Simulations Dividend