



Winter Park FL, 32792

(239) 530-8757

kevinpomara15@gmail.com

<http://www.kevinpomara.ninja/>

Experience

Electronic Arts Tiburon

May 2018 - August 2018

Game Designer Intern

- Working on Madden Overdrive. (Mobile)
- Creating new drills that are played during live events.
- Writing High Concepts and GDDs for future features.

Cubic Simulation Systems Division

December 2015 - July 2016

Intern Engineering Software

- Utilized Jenkins for deployment of simulation software onto test equipment.
- Assisted in maintenance of simulation lab, and trouble-shoot any failures.
- Fixed cooking issue with Unreal 4 scene.
- Created installer for simulation.

Projects

Beached: Escape From Bunny Island ([link](#))

Lead Designer

- Lead the weekly meetings checking on each team's progress and assigning new tasks.
- Assisted the Tech Team on any programming that was needed.
- Worked on Game and Level Design Documentation.
- Designed the Hub world, the Lighthouse Level, and the two deleted scenes.
- Helped design the Beach Level, the Carnival and assisted in their world building
- Presented at SVAD Character Animation Premiere and Digital Media Showcase 2015

Emergence ([link](#))

Tech Team / Programmer / Designer

- Programmed one of the four turrets and all the player objectives.
- Programmed Level Blueprints for multiple maps.
- Designed the Tutorial Level and Credits Level
- Assisted on the world building and designed enemy waypoints for Atomic Transistor.
- Presented at Indienomicon Expo 2014

Unreel Fishing ([link](#))

Lead Programmer / Designer / Artist / Animator

- Programmed all the mechanics including: catching fish, scoring, fish spawning, etc.
- Designed each fish's function, gameplay, and level design.
- Made all the fish sprite sheets, animations and level assets.

Volunteer History

Seminole County Public Schools (Hagerty High School)

October 2015 – May 2016

Modeling and Simulations Dividend

- Tutored students in Unity, Maya, and Unreal 4
- Helped set the curriculum for future classes.

Education

University of Central Florida

- Masters: Digital Media M.A. Visual Language and Interactive Media
 - May 2019
- Major: Digital Media B.A. Game Design
 - May 2015

Languages

Unreal 4 Blueprints

C#

Java

JavaScript

HTML

C/C++

Scripting

Batch

ActionScript3

Python

Skills

Level Design

Whiteboxing

Game Design Documentation

DevOps

Software

Unreal 4

Unity 3d

Perforce

Autodesk Maya

Adobe CC

Photoshop / Illustrator /

Premiere / Flash

Microsoft Office Suite

Jenkins

InstallShield

Jira

Foreign Languages

Spanish