Ethan Kennerly

San Francisco Bay Area kennerly@finegamedesign.com

I **engineer games**, systems, and animations in Unity2D, Cocos2D, and Animate.

12 Years of Experience + 7 Years of Education

Principal Engineer at **Lumosity (Lumos Labs)**, May 2012 - Present.

San Francisco: 9 new games, including our number one web game. Collaborated with artist to design systems and engineer portable games in Unity2D, Cocos2D, and Flash. Ported 5 to mobile, 3 to web. Promoted from Software Engineer and Senior Engineer.

Lead Level Designer at **GlobeX Studios** March 2011 - December 2011.

Tianjin, China: Led seven designers to populate 25 km^2 of 神骑世界 (*Secret Kingdoms Online)*. Used Python, BigWorld, and Excel to script AI, heatmap, and equipment.

Guest Lecturer II at **Hogeschool van Amsterdam**, September 2010 - March 2011.

Amsterdam, Netherlands: Co-designed the class "Game Design 2." Led workshops on level design, system design, and playtesting.

Independent Engineer at **Fine Game Design**, June 2009 - August 2010.

Seoul, Korea and Amsterdam, Netherlands: Animated Chinese Game of Go. Flash-Python toolkit for test-driven development of client/server.

M.F.A., Interactive Media, School of Cinematic Arts, USC, August 2006 - May 2009.

Los Angeles: Engineer of a language game. Assisted "Game Design Workshop."

Designer/Scripter (contractor) at **Incognito Ent. (Sony)**, March 2006 - August 2006.

Salt Lake City, Utah: Scripted a mission for *Warhawk* (PS3). Scripted tool to trigger, spawn, and path vehicles. Collaborated on infantry AI. Documented scripting language.

Game Developer at **TableStar Games**, February 2005 - February 2006.

Berkeley, California: Co-analyzed *HeroCard* board game. Co-art directed *Cyberspace*.

Author (contractor) at **Digital Entertainment and Game Design, ITT Tech, NIIT**, 2004.

"Game Script and Storyboard Creation" chapter and *Game Interface Design* manual.

B.A., Special Major - Computer Game Design, San Francisco State, 2002 - 2004.

Combined major in algorithms, animation, and screenwriting. Magna cum laude.

Game Director (계획자) at **Nexon, Inc.** (넥슨-미국), 1997 - 2002.

Santa Clara, California, and Seoul, Korea: US employee #3. US launch of *The Kingdom of the Winds* and *Dark Ages* MMORPGs. Scripted *Dark Ages* systems of: religions, politics, arena, guilds, contests, events, quests, levels and bosses. Documented server.

Game Concept Designer (contractor) at **20th Century Fox**, 1997.

Los Angeles, California: *The X-Files Trivia Game* board game.

24 Game Credits, Highlights

Game	Platform	Company	Role	Year
Masterpiece	Web/Mobile	Lumosity	Engineer/Designer	2016
Highway Hazards	Web/Mobile	Lumosity	Co-Engineer/Designer	2015
Trouble Brewing	Web/Mobile	Lumosity	Engineer/Designer	2014
Train of Thought	Web	Lumosity	Engineer/Designer	2013
Warhawk	PS3 online	Incognito, Sony	Designer/Scripter	2006
HeroCard Cyberspace	Board game	TableStar Games	Game Designer and Co-Art Director	2005
Dark Ages (어둠의 전술-미국)	PC MMORPG	Nexon, Inc. (넥슨-미국)	Game Director	1998-2000
Kingdom of the Winds (바람의 나라-미국)	PC MMORPG	Nexon, Inc. (넥슨-미국)	Game Director	1997-1998
The X-Files Trivia Game	Board game	20th Century Fox	Game Concept Designer	1997

10 Publications + 5 Presentations, Highlights

Independent Games Festival, "Runesinger" (student honorable mention), 2010

Games for Change, **Mediateca Arcadia**, "Civ. IV: Quality of Life" (exhibit), 2009

Game Developers Conference, "Mechanics-Dynamics-Aesthetics" (assistant), 2009

Dutch Game Garden, **Korea Game Conference**, "Prototyping Gameplay," 2009

ISAGA, **INTETAIN**, **IEEE-GIC**, **TCETC**, "Runesinger: gameplay = phonics," 2009

Gamasutra.com, "Better Game Design through Data Mining," 2003

7 Years of Education

Interactive Media, M.F.A., Cinematic Arts, University of Southern California, May 2009

Computer Game Design, Special B.A., *magna cum laude*, San Francisco State, 2004

20+ Software, Recent Highlights

Advanced: Game scripting. ActionScript 3, Adobe Animate, Excel, Python 2.7.

Intermediate: Level editing. Cocos2D v2 JS, Pandas data analysis, SQL, Unity2D 5, Vim 7.

References available on request. Portfolio online: ***fine* game *design* . com**