

Kevin Atkins

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Portfolio : <https://skeletonkev.com>

DEV / CREATIVE EXPERIENCE

Programming languages: C#(5 years), C++(1 year), MySQL(2 years)

Software / Tools: Blender(3 Years), GIMP(2 years), Sony Vegas(4 years), Adobe After Effects(4 years), Krita(4 Years), Inky(1 year), DaVinci Resolve(1 Year)

Game Engines / Software: Unity 3D(6 years), Unreal Engine 4(1 year)

NOTABLE PROJECTS

Final Year Project - *Corporate Tower*

Position: Creator, Sole Developer

Technology used: Unity, Inky, Blender, Visual Studio, Krita, GIMP

Languages: C#, Ink

Description: A short turn based RPG made in Unity with all assets (aside from music) self made. Used to showcase skill in writing, modeling, animating, game design, art and audio. Main focus of the game is how the in-game dynamic dialogue powered by Ink can be used to influence other areas of the game.

First Person Horror / Comedy Game - *Employee of the Month (Project Skeleton)*

Position: Writer, Animator, 3D Modeling, Textures, Level Design, Game Design, Audio.

Technology used: Unity, Blender, Visual Studio, Krita, GIMP, Audacity

Languages: C#

Description: A first person horror title made by myself and two fellow college graduates. Main areas of contribution entail modeling, rigging, texturing and animating characters/enemies for the game on top of writing the main scenario/in-game text and level/Game design. Game demo was released on Itch.io to great reception and a year later is now a fully released title on Steam with positive reviews.

WORK EXPERIENCE

Digisoft.tv — *Graduate Developer*

January 2023 - Present

- Developing large scale Unity projects in C# for clients.
- Collaborating remotely and using Jira.

Cex, Waterford — *Sales Assistant*

March 2015 - July 2021

- Customer service, money handling.
- Testing, maintaining and selling electronics, games and computers.

EDUCATION

Waterford Institute of Technology

— *BSc Hons in Entertainment Systems*

2017 - 2021

Graduated with first class honours. Course focused in numerous areas of computing from MySQL, C++ and Java to Software Engineering and Data Mining. Main focus was Game Development through Unity & C#.

INTERESTS

Games: I love to play video games of most genres. I particularly have an interest in Role Playing Games and Niche titles.

Art: I like to draw concept art, particularly for character designs in my spare time. I tend to do this digitally using software called Krita.

Writing: I like to write fiction novels/game docs in my spare time as practice.