

RESUME

KEVIN DENG

INTERACTIVE / GAMES / DESIGN

BTTTRTMRRW.COM / SHI503@GMAIL.COM

503.734.8278 / 4026 SE FRANKLIN ST.

PORTLAND OR. 97202

skills. tools. languages.

INTERACTIVE DESIGN.

Prototyping, UI/ UX, Asset Management. ¶ Flash, Flex ¶ ActionScript (2.0, 3.0), PaperVision, XML, JAVA, MXML, PHP.

GAME DEVELOPMENT.

Prototyping/Modding, Special Effects, 3D Modeling & Animation, Programming & Scripting, Asset Integration. ¶ Maya, Unreal3, Cryengine, Source ¶ C/C++, MEL, LUA

DESIGN.

Special Effects, Graphic Design, Prototyping, Creative Management ¶ Photoshop, Illustrator, Traditional Media ¶ Chinese (Mandarin)

education.

B.S. Game Art & Design

Art Institute of Portland (2003 - 2006)

Undergraduate Computer Science

University of Portland (2001 - 2003)

design.

A.N.OTHER PROJECT //

ASSOCIATE PRODUCER / DESIGNER

Portland,OR/Tokyo (July 2008-Sept 2008) ¶ Made flash sites and blogs for clothing brand and launch. Helped plan and produce opening launches in Portland and Tokyo.

COMPOUND GALLERY //

Portland, OR (2007 - 2009) ¶ Remodel and Rebranding of Compound Gallery. Designed new furniture, virtual layout, and created remodeling reference.

“I am a versatile developer and creative problem solver with an initiative. I am constantly seeking new challenges with passionate teams and individuals. I have ambitious goals to use my imagination for *a better tomorrow.*”

- me.

games.

LIQUID DEVELOPMENT //

EFFECTS ARTIST / DESIGNER

Portland, OR. (Jan 2008 - May 2008, Oct 2008 - Nov 2008) ¶ Part of the effects team on ‘Damnation’ and ‘Borderlands’ developing in Unreal 3. Experienced in Kismet, Unreal Cascade, and building complex materials. Specialized in water effects. Designed interfaces for Microsoft Surface projects.

ANKROM MOISAN ASSOC. ARCHITECTS //

TECHNICAL ARTIST

Portland, OR. (Mar 2007 - Jan 2008) ¶ Worked as a part of a design team to implement ‘interactive simulations’ of various resorts for architectural visualization. Integrated designs into game engines to allow clients and designers to explore sites interactively.

interactive.

INTEL //

INTERACTIVE DESIGNER

Hillsboro, OR. (Apr 2009 - Present) ¶ Part of a small design team implementing and prototyping interfaces for multi-touch mobile devices and applications.

ADI //

FLASH DEVELOPER

Portland, OR. (July 2006 - Jan 2007, Mar 2009 - Apr 2009) ¶ Developer on several projects for Flash interactive training modules and extensive work with Flash Video. Managed and produced project pipelines.

STICKY //

FLASH DEVELOPER

Portland, OR. (May 2008 - June 2008) ¶ Designed and implemented segments for corporate conference demos for a large (3 widescreen tv’s) touchscreen display.