Kiefer Nemeth (they/them)

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Skills

Programming: C#, Lua, GDScript, HamsterSpeak
Game Engines: Unity, Godot, Roblox, OHRRPGCE
Production: Agile Scrum, Git, Jira, Google Suite

Experience

Lead Developer at **Honeypot Games**, Remote, February 2023-Present
- Developing a top-down Metroidvania with heavily emergent combat mechanics in Godot
- Designing, programming, and integrating all game systems, such as combat, AI, and menus

Associate Systems Designer at **Funomena**, Remote, January 2022-March 2022
- Rapidly prototyped systems for a fashion-forward MMO experience in Roblox to find game designs that satisfied both my design team's philosophies and our client's goals
- Programmed minigames, multiplayer systems, and modular tools for level designers in Lua

Design Intern at **Funomena**, Remote, August 2021-December 2021
- Prototyped minigames to show off the uniqueness and flexibility of an experimental dev kit
- Made proof-of-concepts for minigames and high-level game systems using Lua in Roblox Studio

Lead Designer at **Funky Goat Interactive**, Santa Cruz CA, January 2019-May 2021
- Directed the design of *Hidden Harmony*'s experimental music-making and exploration systems
- Programmed puzzles, tutorials, and other gameplay elements using C# in Unity

Projects

Designer, Developer: *Katja's Abyss: Tactics* (PC Game) April 2021
- Independently developed a turn-based tactics game based on Minesweeper with procedural levels
- Programmed custom data structures, such as arrays, to code combat, AI, progression, VFX, and other systems in HamsterSpeak, a language with no floating-point numbers or arrays

Programmer: *Digital Soul Data* (PC Game) April 2021
- Programmed movement, shooting, and level/enemy mechanics for a top-down shooter/bullet-hell
- Using only integers, coded precise fractional-pixel calculations for objects' movement and collision

Education

BS, Computer Science: Game Design, University of California, Santa Cruz - 2019