

Kiefer Nemeth (they/them)

knemeth.com

Skills

Programming: Lua, C#, HamsterSpeak

Game Engines: Roblox, Unity, OHRRPGCE

Production: Agile Scrum, Git, Google Suite

Experience

Associate Systems Designer at Funomena, Remote, January 2022-Present

- Collaborated with designers to design a satisfying game experience within scope that met client's expectations and aesthetic goals
- Programmed minigames and modular gameplay tools for level designers in Roblox Studio

Design Intern at Funomena, Remote, August 2021-December 2021

- Prototyped levels and mechanics in an experimental development kit
- Prototyped multiplayer game mechanics in Roblox Studio

Lead Designer at Funky Goat Interactive, Santa Cruz CA, January 2019-May 2021

- Documented, directed, and implemented the design of music-making and exploration systems in Unity for PC game *Hidden Harmony*
- Programmed puzzles, tutorials, and other design-centric gameplay elements in C#

Projects

Designer, Developer: *Katja's Abyss: Tactics* (PC Game) April 2021

- Independently designed turn-based tactics systems, narrative-gameplay integration, and procedural level generation for a commercially available game
- Developed custom data structures, such as arrays, to code combat, AI, progression, vfx, and other systems in HamsterSpeak

Programmer: *Digital Soul Data* (PC Game) April 2021

- Programmed movement/shooting and level progression for a top-down shooter/bullet-hell
- Made fractional pixel movement calculations for characters and bullets with only integers

Composer, Sound Designer: *Bookend* (VR Game) June 2018

- Used studio and field recording & mixing equipment for vocals, foley, and ambiance
- Composed orchestral pieces incorporating live vocals and MIDI instruments in Logic

Education

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

Designer

Musician

Producer