

Kiefer Nemeth (they/them)

knemeth.com

Designer

Musician

Producer

Skills

Programming: C#, JavaScript, HTML, HamsterSpeak

Game Engines: Unity, Phaser, OHRPGE

Production: Agile Scrum, Production Planning, Design Documentation

Experience

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

- Documenting & directing the design of music-making and exploration systems in Unity
- Programming puzzles, tutorials, and other design-centric gameplay elements in C#

Grader for Creating Digital Audio, UC Santa Cruz, January-March 2019

- Entrusted with critiquing midterm and final projects artistically and technically
- Assisted professor with giving written and in-person feedback for students' improvement

Projects

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

- Designing turn-based tactics systems with levels featuring Minesweeper puzzle mechanics
- Coding AI, game systems, progression, and overall polish and juice in HamsterSpeak

Composer, Sound Designer: *Lumin* (PC Game) June 2018

- Emphasized a mysterious level and narrative design with ambient music and sounds
- Composed with synthesized and acoustic samples for an atmospheric soundtrack in Logic

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

Programmer, Level Designer: *Monumental Pain* (Browser Game) June 2017

- Used a JavaScript framework to code fine-tuned movement physics and cutscenes
- Collaborated with 3 other programmers using Git to handle and prevent merge conflicts

Education

BS, Computer Science: Game Design: University of California, Santa Cruz, 2016-19