

# Kiefer Nemeth

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

**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

**Designer, Developer:** *Overgrowth* (PC Game) November 2015

- Coded physics, effects, and character AI in HamsterSpeak to emphasize a thrilling game feel
- Crafted a level that subtly guides players through a tight space while giving them agency

## Education

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