Kevin A. Reilly

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TouchFactor
Game Designer 10/8/2012 - 1/29/2016
- Designed and built TouchFish tutorial using proprietary scripting tools
- Designed, implemented, and balanced TouchFish economies and player progression, including over 1000 purchasable assets
- Designed and balanced 90 levels for physics based and gesture matching mini-games
- Worked with other designers to build prototypes in Unity
- Created 10 story mission threads within TouchFish

Sony Computer Entertainment
Home Operations Specialist 10/2009 - 10/2012
- Responsible for publishing content to PS Home, including front page trailers and other content
- Composited advertisement posters, backgrounds, and thumbnail images for PS Home
- Responsible for curating PS Home storefronts involving hundreds of additions per week
- Helped internal and external developers set up PS Home virtual space storefronts and media feeds

Factor 5
Game Designer 5/2008 – 12/2008
- Worked on an unannounced casual title for the Nintendo Wii, similar to Pilot Wings, using a proprietary toolset
- Designed and implemented many different missions and mission types
- Drove documentation for new mission types

Backbone Entertainment
Design Intern 6/29/07 – 9/24/07
- Created and implemented a pickup plan for Death Jr. Root of Evil on Nintendo Wii
- Designed two boss encounters for 1942 Joint Strike, Bodan and Bodan Epsilon, creating innovative weaponry that changed depending on the approach
- Fixed bugs such as adjusting trigger volumes, moving platform sequence timing updates, and kill triggers

Education:

Cogswell Polytechnical College
Sunnyvale, CA
Bachelor of Science in Digital Arts Engineering
Graduated: May 2008

Pennsylvania State University, The Behrend College
 Erie, PA
Associate of Science in Electrical Engineering Technology
Graduated: May 2004

Skills:

- Unity 3D 4.5+
- uSequencer in Unity
- Playmaker Visual Scripting in Unity
- Excel: Building player progression and economy models
- Perforce: Used at Backbone Entertainment, Factor 5, and TouchFactor
- JIRA
- Concept development using Photoshop & Illustrator
- Proficient with Maya for object placement
- C/C++: I've taken a few courses through college
- Crafting Board Games