

Ethan Kennerly

San Francisco Bay Area

kennerly@finegamedesign.com

I **engineer agile games**, systems, and animations in Unity2D, Cocos2D, and Animate.

12 Years of Experience + 7 Years of Education

Sr. Game Engineer at GluPlay (Glu Mobile), June 2017 - Present

San Francisco: Some new *Cooking Dash* features in Cocos2D-x C++.

Principal Engineer at Lumosity (Lumos Labs), May 2012 - May 2017

San Francisco: 9 new games, including our number one web game. Collaborated with artist to design systems and engineer games in Unity2D, Cocos2D-js, and Flash. Ported 4 to mobile, 4 to web. Promoted from Software Engineer and Senior Engineer.

Lead Level Designer at GlobeX Studios March 2011 - December 2011.

Tianjin, China: Led seven designers to populate 25 km² of 神骑世界 (*Secret Kingdoms Online*). Used Python, BigWorld, Excel, and SQL to script AI, heatmap, and equipment.

Guest Lecturer II at Hogeschool van Amsterdam, September 2010 - March 2011.

Amsterdam, Netherlands: Co-designed the class "Game Design 2." Led workshops on level design, system design, and playtesting.

Independent Engineer at Fine Game Design, June 2009 - August 2010.

Seoul, Korea and Amsterdam, Netherlands: Animated Chinese Game of Go. Flash-Python toolkit for test-driven development of client/server.

M.F.A., Interactive Media, School of Cinematic Arts, USC, August 2006 - May 2009.

Los Angeles: Engineer of a language game. Assisted "Game Design Workshop."

Designer/Scripter (contractor) at Incognito Ent. (Sony), March 2006 - August 2006.

Salt Lake City, Utah: Scripted a mission for *Warhawk* (PS3). Scripted tool to trigger, spawn, and path vehicles. Collaborated on infantry AI. Documented scripting language.

Game Developer at TableStar Games, February 2005 - February 2006.

Berkeley, California: Co-analyzed *HeroCard* board games. Co-art directed *Cyberspace*.

B.A., Special Major - Computer Game Design, San Francisco State, 2002 - 2004.

Combined major in algorithms, animation, and screenwriting. Magna cum laude.

Game Director (계획자) at Nexon, Inc. (넥슨-미국), 1997 - 2002.

Santa Clara, California, and Seoul, Korea: US employee #3. US launch of *The Kingdom of the Winds* and *Dark Ages* MMORPGs. Scripted *Dark Ages* systems of: religions, politics, arena, guilds, contests, events, quests, levels and bosses. Documented server.

Game Concept Designer (contractor) at 20th Century Fox, 1997.

Los Angeles, California: *The X-Files Trivia Game* board game.

25 Shipped Titles – Highlights

Game	Platform	Company	Role	Year
Word Snatchers	Web	Lumosity	Co-Engineer/Designer	2017
Masterpiece	Web/Mobile	Lumosity	Engineer/Designer	2016
Highway Hazards	Web/Mobile	Lumosity	Co-Engineer/Designer	2015
Trouble Brewing	Web/Mobile	Lumosity	Engineer/Designer	2014
Train of Thought	Web	Lumosity	Engineer/Designer	2013
Warhawk	PS3 online	Incognito, Sony	Designer/Scripter	2006
HeroCard Cyberspace	Board game	TableStar Games	Game Designer Co-Art Director	2005
Dark Ages (어둠의 전술-미국)	PC MMORPG	Nexon, Inc. (넥슨-미국)	Game Director	1998- 2000
The Kingdom of the Winds (바람의 나라-미국)	PC MMORPG	Nexon, Inc. (넥슨-미국)	Game Director	1997- 1998
The X-Files Trivia Game	Board game	20th Century Fox	Game Concept Designer	1997

10 Publications + 5 Presentations – Highlights

- Independent Games Festival**, "Runesinger" (student honorable mention), 2010
- Games for Change**, "Civilization IV: Quality of Life" (mod exhibit), 2009
- Game Developers Conference**, "Mechanics-Dynamics-Aesthetics" (assistant), 2009
- ITT Tech**, "Game Script and Storyboard Creation" (chapter), 2004
- Gamasutra.com**, "Better Game Design through Data Mining," 2003

7 Years of Education

- Interactive Media**, M.F.A., Cinematic Arts, University of Southern California, 2009
- Computer Game Design**, Special B.A., *magna cum laude*, San Francisco State, 2004

25 Software Skills – Highlights

- Advanced:** ActionScript, Adobe Animate, CocosBuilder, Excel, Python 2.7.
- Intermediate:** BigWorld Editor, C#, Cocos2D-js v2, Git, JavaScript, Jira, NUnit 2, Pandas data analysis, SimpleParse, SQL, Unity2D, Unix, Vim.

References available on request. Portfolio online: ***[fine game design . com](http://finegame.design.com)***