

# JON KENKEL

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<b>TECHNICAL SKILLS</b>	<b>Languages</b>	C++, C#, UnrealScript, C, Java, JavaScript, JQuery, HTML, CSS, PHP, Python, BASH, SQL, Lua, Groovy, Objective-C, Scheme, Prolog
	<b>Platforms</b>	Windows, Ubuntu Linux, Mac OS X, Xbox One, Playstation 4
	<b>Software / APIs</b>	Unreal 3/4, Unity (UNET, Raknet, uGUI, IMGUI), Visual Studio, Perforce, Git, SVN, OpenGL, DirectX, MySQL, VIM, Bootstrap, JQuery/UI, Grails, Phaser JS, Eclipse/IBM RAD, G++/GCC, GDB, XCode, Office

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<b>GAMES</b>	<b><a href="#">Paladins</a></b> – Unreal Engine 3 – Hero Shooter / Overwatch Competitor <i>Software Engineer/Associate Software Engineer</i>	May 2016 to Present
	<b><a href="#">Reload 360</a></b> – Unity 5 – Networked First Person Shooter <i>Gameplay and Network Engineer</i> in Team of 13	May 2016
	<ul style="list-style-type: none"><li>• Networked Multiplayer (UNET) with Dead Reckoning and Lag compensated weapons</li><li>• Mercator Projection Camera and Wall walking</li></ul>	
	<b><a href="#">Troncano</a></b> – Unreal Engine 4 – 3D First-Person Platformer <i>Lead Engineer</i> in Team of 11	November 2014
<ul style="list-style-type: none"><li>• Player could push and pull off objects in the environment, with gameplay similar to Lunar Lander</li></ul>		
<b><a href="#">No Gamer Left Behind</a></b> – Unity 4.6 – Platformer with swarm of characters <i>Lead Engineer</i> in Team of 6	November 2014	
<ul style="list-style-type: none"><li>• Player controls dozens of characters at once, trying to avoid hazards</li></ul>		

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<b>EDUCATION</b>	<b>M.E.A.E., University of Utah</b> Entertainment Arts and Engineering Master Games Studio: Engineer (3.9 GPA)	May 2016
	<b>B.S., Buena Vista University</b> Computer Science and Management Information Systems (3.9 GPA)	May 2014
	<b>A.A., Iowa Western Community College</b> General Studies (3.9 GPA)	May 2011

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<b>EXPERIENCE</b>	<b>Hirez Studios</b> <i>Software Engineer</i> – Platform Team – Game Systems	August 2017 to Present
	<ul style="list-style-type: none"><li>• Develop monetization features (e.g. VIP System) and gameplay systems (e.g. Cards Unbound)</li><li>• Port Ranking systems from Smite to Paladins</li></ul>	
	<b>Hirez Studios</b> <i>Associate Software Engineer</i> - Paladins	May 2016 to August 2017
	<ul style="list-style-type: none"><li>• Gameplay – Champion kits/abilities (Sha Lin, Grover, Ying), Achievements, Game tips</li><li>• Xbox One/PS4 Certification - Resolved UI and stability issues for passing certification</li></ul>	
	<b>University of Utah Lab for Experimental Economics and Finance</b> <i>Unity Developer</i>	December 2014 to August 2015
	<ul style="list-style-type: none"><li>• Develop games for studying how people solve the Knapsack Problem and the Disposition effect</li><li>• Games track data about the players and report back to MySQL database backend via PHP</li></ul>	
	<b>Buena Vista University</b> , Storm Lake, Iowa <i>Academic Assistant</i> for Dr. Nathan Backman	August 2013 to May 2014
<ul style="list-style-type: none"><li>• Develop a web app for a Security Contest using JavaScript, HTML5, Websockets (Ratchet) and PHP</li><li>• Tutor students on Computer Science fundamentals, data structures, and C++</li></ul>		
<b>2fix Help Desk</b> , Storm Lake, Iowa <i>Lead Student Technical Assistant</i> (HP ExpertONE Accredited Platform Specialist)	January 2012 to May 2014	
<ul style="list-style-type: none"><li>• Provided hardware/software support and managed student techs</li></ul>		
<b>Berkley Technology Services</b> , Urbandale, Iowa <i>Intern</i> in Team of 3	May to August 2013	
<ul style="list-style-type: none"><li>• Created webpages with JSP, JavaScript, and JQuery to match a new design</li></ul>		

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<b>UNIVERSITY INVOLVEMENT</b>	Dean's List, BVU CTF Security Contest, ICPC Programming Contest, ACM Computer Club Vice President, Computer Science Senior of the Year, Humans Vs. Zombies Game Manager/Moderator
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