

Kevin Hernandez

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EDUCATION

DePaul University, Chicago

April 2020 – March 2024

Bachelor of Science, Game Design, GPA: 3.2

Relevant course work: Fundamentals of Game Design, Game Development I, Game Development II, Practical Scripting for Games, 3D Design and Modeling, Level Design, 3D animation, Game Production, Advance Game Design, 3D Character Animation, Solo Game Development, The Business of Indie Games.

PROFESSIONAL EXPERIENCE

DePaul Original Game Studios, Chicago

January 2024 – March 2024

Game Designer

- Design and implement haunted sequences for Haunted Jarvis Center.
- Design and implement tasks for the player to do with the task system Professor William Meyers created for Haunted Jarvis Center.
- Assist the lead designer with the creation of game documents.

Club de Gimnasia y Esgrima, Argentina

March 2017 – February 2018

Administrative assistant

- Staff control.
- Weekly uniform preparation.
- Cash control and budgeting for general purchases.

Deventos Graphic Corp, Miami

June 2016 – December 2016

Administrative assistant

- Inventory management.
- Contact customers and providers.
- Elaborate and process new orders.
- Manage online sales.
- Opening and closing office

University of Utah Red Zone, Utah

July 2014 – May 2016

Seller

- Received and organized merchandise in the sale floor and storage room.
- Help customers to find products and answer their questions.
- Opening and closing store, help with administrative work.
- Contacting other stores to ship or request products.
- Cashier.

CompuMall, Venezuela

November 2011 – June
2012

Seller

- Sold laptops, personal computers, and other electronic devices.
- Had a working knowledge of the products sold in the store.

PROJECTS & EXTRACURRICULAR

Senior Capstone Project (Unity)

March 2024

- Create and design different rooms for the dungeon generator.
- Designed and refined different game mechanics for the player and the enemies.
- Contributed to the design process for a range of weapons and enemies.
- Assisted the lead programmer for the implementation of the mechanics.
- Set up lighting in all the dungeon rooms, weapons, bullets, and enemies, enhancing visual immersion and atmosphere.
- Assist the lead artist on the creation of the final boss and room.

Earth Explorer (Unity)

March 2023

- Solo game development project.
- Design game and its narrative.
- Build an open world level for the player to explore.

Planet Escape (Unreal)

December 2022

- Build this game for my level design class.
- Used sequences to help with the narrative of the game.
- Learned the basics of level design and how to implement them when building a new level.

SKILLS

Game Engines: Proficient in using both Unity and Unreal engine in 2D and 3D.

Version Control Tools: Proficient with Git/GitHub and Perforce.

Languages: Spanish (Native), English (Fluent).

Skills: Quick learner, energetic personality, Customer-focused, strong individual contributor and collaborative team player, demonstrated work ethic, dedication and perseverance, enthusiastic about video games and the industry, committed to continuous learning and open to knowledge-sharing opportunities from others.