

Kevin H Gordon

Environment Art | Technical Art | XR Design

Cell: 914-374-9485

Email: kevinhgordon@yahoo.com

Webstie : <http://www.kevingordoncg.com/>

Linkedin: www.linkedin.com/in/kevinhgordon

EXPERIENCE

Urban Electronics LLC, Remote — AR Developer

Aug 2023 - Present

- Utilize C# and the Unity Engine to develop and implement new features for XR experiences
- Facilitate the development of Tontachi Web AR tie-in experience using Niantic's 8th-Wall platform and ThreeJS
- Prepare and integrate 3D models and assets for both Web AR and traditional XR pipelines.

Comp Sci High, New York, NY — Computer Science Teacher

Aug 2019 - July 2023

- Develop and implement 9th-12th grade curriculum focusing on teaching students fundamental skills in Python, Web Development, C#, and Unity Game Development.
- Train students on their understanding of Unity Game Development in preparation to take the entry-level Unity certification exam - Unity Certified User Programming.
- Created and developed several extracurricular after-school programs - namely the school's eSports Club and Gaming Club, with a focus on developing student interest and building community

ROSE Digital, New York, NY — Technical Artist & 3D Designer

Jan 2020 - Aug 2022

- Create, design, and texture game-ready 3D assets from the ground up for implementation into Web XR platforms
- UV layout unwrapping and texturing of 3D assets optimized to work with Web XR platforms
- Collaborate with a team of designers to launch Web XR experience for various clientele

SKILLS

3D Modeling

Environment Design

Visual Blueprint Scripting - Unreal Engine

C# Programming

JavaScript

HTML/CSS

Lighting & Rendering

UV Layout & Texturing

Object-Oriented Programming

ECS

SOFTWARE

Autodesk Maya - 10 YEARS

Zbrush - 10 YEARS

Unreal Engine - 7 YEARS

Unity3D - 7 YEARS

Substance Painter - 7 YEARS

Adobe Products (Ps, Ai, Ae, Pr) - 10 YEARS

GIT - 2 YEARS

8th Wall WebGL - 2 YEARS

AWARDS

Unity Certified Associate Programmer
May 2023

Unity Certified Professional Programmer
Expected - 2024

KéexFrame, Remote — Unreal Engine Consultant

Aug 2019 - Nov 2019

- Provided guidance on specialized Unreal Engine tools and programming methodologies through remote video conferences
- Worked with client to develop algorithms for real-time eye tracking using the Visual Blueprint Scripting system in Unreal Engine
- Created Unreal Engine tutorials with solutions to various client problems

Samsung Think Tank Team x SCADpro, Savannah, GA — 3D Production Render Lead

Mar 2019 - May 2019

- Responsible for design and management of the 3D Render Production Pipeline
- Created documentation and coordinated between different department to ensure timely deliverable of art content critical to Render Production.
- Prepared CAD model for game-ready implementation into Unreal Engine for rendering, including model retopology, rigging and animation
- Set up lighting to ensure that the lighting in Unreal Engine matched live footage for final compositing

Flextronics Innovation Lobby VR, New York, NY — Environment Artist | Technical Artist

Feb 2018 - Mar 2018

- Designed Environment Art for the Flextronics Innovation Lobby VR Experience
- Facilitated the creation and optimization of 3D assets from conception to integration within the Unity game engine
- Material and lightmap optimization in Unity3D
- UV layout and texturing of 3D assets

EDUCATION

Savannah College of Art and Design, Savannah, Georgia — MFA - Interactive Media and Game Design

Jan 2018 - June 2021

Mercy College, New York, NY — BFA - Computer Arts and Design

Sept 2011 - June 2015

PROJECTS

PATRÓN Virtual Gift Wrapper — ROSE Digital (Professional Project)

Worked with Rose Digital and Patrón to create a first-of-its-kind digital wrapping AR experience. For this project, I worked with Rose Digital to create 3D markups of various Patron bottles, including textures, to ensure it's game-ready to work in AR.

AccessVR — SCAD Masters Thesis (Personal Project)

Graduate thesis project in which I utilized the Unity Game Engine, C#, and VR SDKs to develop Deaf Accessibility tools for Virtual Reality.

LANGUAGES

English (Native), American Sign Language (Novice)