

Kevin H Gordon

Environment Artist | XR Designer | Educational
Program Director

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EXPERIENCE

The Dalton School — Associate Director of After School

Aug 2024 - Present

- Assist in the planning, coordination, and execution of all after-school enrichment activities.
- Facilitate daily operations. Including arrival/dismissal, transition, supervision, and attendance tracking
- Collaborate with various faculty and departments to align after-school programming with school vision

Gx Studio Labs — Founder/CEO

Aug 2018 - Present

- Facilitate educational extracurricular programming in Engineering, Art, Game Development, and eSports across multiple schools and organizations.
- Creating engaging, standards and industry-aligned curricula in game design, digital art, animation, engineering, and eSports.
- Coordinating with our various program site partners to organize programming for their students, including coordination regarding rosters, logistics, start dates, and contract approvals.

Urban Electronics LLC, Remote — AR Developer

Aug 2023 - June 2024

- 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.

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 - 2027

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

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
- Prepared CAD model for game-ready implementation into Unreal Engine for rendering, including model retopology, rigging and animation

EDUCATION

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

Completed all MFA degree requirements except thesis (anticipated Fall 2026)

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.

Flipmation Go — Gx Studio Labs (Professional Project)

Developed Flipmation Go, an innovative mobile animation platform designed to make traditional 2D animation accessible to aspiring animators. For this project, I led the design and implementation of the application's animation, media export, and user experience systems, ensuring a polished and intuitive workflow across iOS and Android devices.

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 (Beginner)

