

KEVIN ADES

249 Richards Rd · (201) 707-0031

Kevinades.jobs@gmail.com

www.kevinades.com

SKILLS

- Programming in Python, Java, C#, GDScript, and Unreal Blueprints
- Familiarity with Unity, Unreal, and Godot game engines
- Self-teaching programming knowledge and practices
- Modeling, Texturing, and Animating Characters and objects in Blender and Maya
- Writing Game Design Documents

EDUCATION

GRADUATED MAY 2022

FOCUS IN GAME DESIGN, HAMPSHIRE COLLEGE

Prominent coursework: Game Design, 3D Modeling, 3D Character Modeling, Programming Game Theory, Computer Animation I and II, Data Structures, Statistics

ACTIVITIES

FALL 2021

TEACHING ASSISTANT, 3D CHARACTER MODELLING

Lead class discussions, created tutorials for students, and guided them through difficult tasks.

SPRING 2021

TEACHING ASSISTANT, INTRO TO 3D MODELLING

Responded to student questions; graded assignments and gave feedback.

EXPERIENCE

SUMMER 2022

INSTRUCTOR, iD TECH CAMP, PRINCETON NJ

Taught students aged 13-17 how to make game assets in Blender and Magica Voxel, design and build levels in Unreal and create VR experiences in Unity. Also taught students how to use the Unreal blueprint system and how to code in C# for Unity.

SPRING 2020 – SPRING 2021

CODE SENSEI, CODE NINJAS, MIDLAND PARK NJ

Developed lesson plans and worked with Code Ninjas in house software to teach children aged 6-12 how to program in scratch, python, and Minecraft's Command Block interface. Taught students in group and one-on-one environments.