



Kenneth Stojevich

1823 Victoria St N
Roseville, MN 55113

651 335 2252

kstojevich@gmail.com

OBJECTIVE

To work in the development pipeline in an environment that encourages growth and expansion of my current skills.

EXPERIENCE

Senior Technical Artist, Ingersoll Rand

White Bear Lake, MN — 2013-Present

Working in Unity 3D using C# I help develop a variety of marketing and training apps for iOS, Android and Touch Screen monitors. Utilizing Vuforia Augmented Reality API and Apple's ARKit in Unity to create new and dynamically styled environments for conference demos. Working with Unity's VR API to test and develop experiences for HTC Vive and began work with Oculus Rift for multiple options for the end user. See many of the projects I worked on at:

www.irteamzero.com

Developer, Self

Roseville, MN — 2009-Present

Developed 2 Flash games for the web site Addicting Games titled Trillion Dollar Bailout and Battleground States 2008. Worked with a translation firm to update a project from Actionscript. Working on a Virtual Reality experience for the HTC Vive and possibly Oculus Rift with Touch using Unity 3D for development.

Lead Developer, SKILLabs

San Francisco, CA — 2011-2013

Main app and back end development for large social application. Development done using Actionscript 3 and Starling. Worked with RESTful interface for communication between the MongoDB database. Worked on redevelopment of the app with jQuery, HTML5 and Ruby on Rails.

Lead Actionscript Developer, Scrimmage

Minneapolis, MN — 2009-2011

Developed standalone Flash tools and activities that easily transfer to different projects and clients. Prototyped tablet projects using the Android SDK. Develop various training modules and courses for SCORM LMS systems in Flash using AS3. Development done in Eclipse and Flash Builder 4. Worked with artists to develop a dynamic base system to create and edit basic elements extremely fast for all projects.

SKILLS

C#, Javascript, jQuery, MongoDB, ActionScript, HTML 5, Java, Python, C++, MEL, Shell Scripting, 3D Scripting, PERL, Rigging, Animation, Shading and Lighting.

SOFTWARE

Unity 3D, MonoDevelop, Visual Studio, Eclipse, BitBucket, SourceTree, Git, XCode, Adobe CS Suite, MS Office, Mac OS, Windows