

Kenneth J. Stojevich

1823 Victoria St N, Roseville, MN 55113

Cell: [651] 335 – 2252 Home: [651] 489 – 8796

Email: ken@kenstojevich.com Web Site Portfolio: <http://www.kenstojevich.com>

Objective	To obtain a position within the development pipeline to help utilize and develop my current visual and technical proficiencies.
------------------	---

Skills	<ul style="list-style-type: none">• Programming Languages: C++, C#, Perl, Python, Renderman Shading Language, MEL Script, Actionscript, Unreal Script, Bash Shell Scripting, Java, XML• Operating Systems: Windows, Linux, Irix, Unix, Mac OSX• Software: Visual Studio .Net, QT, Maya, 3D Studio Max, Softimage XSI, Valve's Source Engine and Hammer Level Editor, Unreal Editor, Photoshop, Final Cut Pro, Flash, After Effects, Premiere, Vegas, Acid, Sound Forge, Flash, Microsoft Office• Visual: 3D modeling, animation, rigging, lighting texturing, rendering in-game and movie environments, motion capture data editing
---------------	--

Job Experience	<p>Freelance Game Development <i>08/2008 - Present</i></p> <ul style="list-style-type: none">• Lead Developer on two comedic games one based on the 2008 election titled Battleground States 2008 and the other based on the big bailout of 2009 titled Trillion Dollar Bailout• Trillion Dollar Bailout received a lot of attention hitting sites such as CNET and Game Politics• Games were developed in Flash using AS2• <i>Both games had a very tight timeline and both were a major success on Addicting Games</i> <hr/> <p>Flash Engineer – Zennott Inc. <i>02/2009 - 07/2009</i></p> <ul style="list-style-type: none">• Was one of two Engineers on the Xtractaurs™ project for Mattel that involved a very complex site structure which utilized an SQL and C# developed database as well as an external device to unlock content within the game• Entire project was done in AS3 on the Flash side of things• Worked with an external company to help debug some aspects they were creating for the game as well as documented everything I helped them on for ease of reimplemention on their end• Was involved with some aspects of QA on the project <hr/> <p>Interactive Developer – Pixel Farm Interactive <i>05/2006 - 02/2009</i></p> <ul style="list-style-type: none">• Developed a variety of dynamic Actionscript based assets to be built upon and customized for client's needs• Created dynamic Flash environments for interactive web sites and games• Worked closely with artists to make sure we both understood what was required for the client as well as ease of getting to that point for the artists and myself• Built back end for large Flash based game simulation to be used in live events and made sure it was dynamic to be reused and was reused on 4 different projects each one larger than the last• Document all aspects for projects from beginning to end• QC all projects thoroughly and develop a precise plan of action any finds• Teamed up with another developer to design and setup an environment for many of the LMS projects we took on to quicken the time spent working on them as well as develop a sales/demo version of it to be used by the sales staff <hr/> <p>Intern – Dark Voodoo Studios <i>01/2006 – 05/2006</i></p> <ul style="list-style-type: none">• Programmed a game in Flash• Ported mobile applications and games using Java• <i>Created project plan and documentation for projects</i>
-----------------------	--

Education	<p>Bachelor of Science, Visual and Game Programming <i>2006</i> The Art Institute of California – San Francisco</p> <ul style="list-style-type: none">• Senior Project – Built a real-time texture editor for 3D meshes using OpenGL and the QT framework• Renderman – Used Renderman Artist Tools to light and shade an automobile and composite it onto a 2D image. Wrote custom Slim templates and shaders• Visual Simulations – Created the raytracer framework for a renderer in C++• 3D Scripting – Wrote Maya expression to animate a believable animated wing• Scripting – Parsed files and input using regular expressions in Perl, Python, and the Bash Shell. Wrote Python scripts to execute and edit Maya scenes using the command line version of Maya• Rigging – Rigged an exaggerated human face and mechanical rigs• Game Prototyping – Worked in a team of nine people to create a third-person shooter using
------------------	--

Valve's Source and Hammer editor

- Game Design – Created an original idea and wrote full design document
- Tools – Using OpenGL created a 3D model viewer and material editor using exported models in obj format

Certificate, Computer Animation Design

1999

Minnesota School of Computer Imaging

- 2D Drawing – Used multiple mediums for life, anatomy, and abstract drawing
- 3D Modeling – Modeled scenes and basic characters in Softimage 3D
- 3D Animation – Animated various motions using a simple character
- Post Production – Used Final Cut Pro and Sound Forge to create sounds and compile down to final video with effects

A+, N+, CCNA Certifications

2001

Tech Skills
