

## Keavon Chambers

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[Keavon.com](http://Keavon.com) | <https://github.com/keavon>



## SKILLS

**General:** Web design/development, graphic design, game development, 3D art

**Languages:** HTML/CSS (advanced), JavaScript (moderate), Java (moderate), C# (basic)

**Operating Systems:** Windows (advanced), OS X (moderate), Linux (basic)

**Software:** Photoshop (advanced), Illustrator (moderate), Unity (moderate), Blender (moderate), Git (moderate)

## EDUCATION

### Cal Poly, College of Engineering

San Luis Obispo, California

2016 – 2020

- Bachelor of Science, Computer Science

### Los Gatos High School

Los Gatos, California

2012 – 2016

- Weighted GPA: 4.15, Unweighted GPA: 3.85, Computer Science AP Score: 5 of 5
- Received the Steve Jobs Award for Outstanding Achievement in Computer Science

## WORK EXPERIENCE

### Zero Point Software

Copenhagen, Denmark

Summers of 2014 & 2015 | Intern artist/pipeline developer

- Contributed art and code to the video game *Interstellar Marines*
- Updated and modernized the art pipeline for 3D assets, textures, and materials
- Modeled and textured several dozen 3D props in Blender and Photoshop
- Developed a web app to inform and notify players of upcoming public games

### KCAT TV 15

Los Gatos, California

2012 – 2016 | Crew member

- Helped run a live news show called *News @ Noon*
- Acted as camera operator, audio switchboard, studio floor director, and technical director
- Designed overlay graphics for news stories
- Developed a web app that displays live synced data between teleprompters and director

### Evolution Now Publishing Company

Santa Cruz, California

2011 – 2016 | Freelance designer/consultant

- Illustrated and designed the front and back covers of a series of 4 books
- Converted book series manuscripts to e-book formats and managed digital publishing
- Developed tool to send purchase confirmation emails and timed follow-up communications
- Served as webmaster and bulk email campaign manager

## NOTABLE PROJECT

### Picasso Game Engine

<https://github.com/keavon/picasso>

April – June 2015 | Project leader/developer

- Designed and implemented game engine behavior, 3D rendering, and physics