



Kevin Kincaid

Game Designer & Programmer

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Education

Master of Science in Data Analytics

Oregon State University, expected graduation June 2026

Master of Fine Arts in Interactive Design & Game Development (GPA: 3.94)

Savannah College of Art and Design, June 2023

Bachelor of Science in Computer Science, Bachelor of Arts in Art & Technology, Minor in Mathematics

Honors: *Phi Beta Kappa, cum laude* (GPA: 3.84)

Clark Honors College, University of Oregon, June 2021

Skills & Certifications

Proficiency: Game Scripting, Game Systems Design, Level Design, Programming in C++, C#, and Python

Experience: Adobe Suite, Microsoft Suite, Python, R Studio

CompTIA A+ Certification, November 2024

Project Experience

Salty Seas, Independent Project

- Conceptualized sailing navigation system and implemented design in Unreal 5.1
- Created 25 game assets, utilizing Maya, Substance Painter, and Photoshop
- Earned finalist status in SCAD's Entelechy Show, game design category

Tear of the Sea, Savannah College of Art and Design (SCAD)

- Collaborated with thirteen team members to synthesize ideas into a finalized game design
- Created enemy concepts and blueprinted revised designs in Unreal 5
- Analyzed playtest feedback to improve level maps

Three Tales, University of Oregon (UO)

- Engineered rudimentary Processing game engine and three interconnected games
- Created all sprites, backgrounds, and sounds using Piskelapp, Photoshop, Bxfr, and BeepBox
- Discussed video game history, current industry challenges, and game artistry

Work Experience

Help Desk Support Specialist

The Corvallis Clinic, Corvallis, OR, Summer 2024 - present

- Provided internal tech support to doctors and support staff at the Clinic's nine locations
- Documented issues and dispatched desktide technicians to provide further support
- Monitored the ticket system and followed up on unfinished tasks

Technology Team Member

SCADpro BMW Collaboration, Savannah, GA, Spring 2023

- Investigated virtual goods technology and evaluated technical design specifications
- Corresponded with industry professionals and integrated feedback into final design

Hobbies

Tap dancing • Drawing • Percussion