



Kevin Kincaid

Game Designer & 3D Artist

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<https://www.kevinkincaid.com/>

Education:

Savannah College of Art and Design
MFA in Interactive Design & Game
Development
Sept 2021 - June 2023

University of Oregon
BA in Art & Technology, BS in Computer
Science, Minor in Mathematics
Clark Honors College
Sept 2017 - June 2021

Skills:

Software

Unreal Engine versions 4.26 - 5
Unity Game Engine
C/C++ Programming
Python
Virtual Studio
3ds Maya
Substance 3D Painter
Substance 3D Designer
Adobe Photoshop
Zbrush
GitHub
Trello
Figma
Perforce
Adobe Premiere Pro
Adobe Illustrator

Technical

Game Design
Systems Design
Level Design
Iterative Software Design
Coding & Debugging
Collaboration
Organization and Scheduling
Creative problem-solver
Metaverse

References upon Request

Project Experience:

Tear of the Sea, SCAD - Game & Level Designer
14 Person Team - Top-down single player adventure.
Players use light to explore the dark ocean floor.
September 2022 - November 2022

- Concepted all interactive elements and enemies
- Planned levels & incorporated playtest feedback
- Blueprinted interactive elements

Cooking Wizard, SCAD

Fantasy themed cooking game
February 2022 - May 2022

- Iterated through three versions of game system to focus on core concept
- Game was submitted and accepted into SCAD's Entelechy Awards Show

Three Tales, University of Oregon

Project portion of Honors College Thesis
March 2016 - May 2017

- Researched and wrote thesis discussing video games as an artistic medium
- Designed simple game engine in Processing
- Created all game assets including audio & sprites

Work Experience:

SCADpro BMW Collaboration, Savannah GA

Technology Team Member
March 2023 - June 2023

- SCADpro BMW Collaboration on Virtual goods

Corvallis School District, Corvallis OR

Summer School Educational Assistant
June 2022 - August 2022

- Supported teachers during instruction
- Assisted students with learning

Daily Emerald, Eugene OR

Student Illustrator
July 2021 - September 2021

- Worked with writers to concept graphics
- Created Illustrations to accompany articles