

# Kirby G. Cofino

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## SHIPPED TITLES

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### **DREAMSCAPER**, *San Francisco*

*Jun 2018 - Aug 2021*

- *Dreamscaper* is a third person action roguelike released on Steam with a 92% positive rating, the Nintendo eShop, and available on Gamepass.
- Aided in combat and puzzle design by brainstorming, play-testing, and delivering proposals.
- Created tooling to automate the conversion of text documents into Unreal friendly data formats.
- Imported, timed, and animated all dialogue in the game.

### **FUNCTION FORCE**, *Washington DC*

*Jan 2017 - May 2017*

- *Function Force* is an “educational shoot-em-up” designed to teach students linear algebra in an engaging way.
- Developed as a part of a \$100,000 contract between ETS and American University’s Game Studio.
- Built levels, aided in core system designs, and provided art assets ensuring a quality experience.

## EXPERIENCE

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### **EXPO**, *San Francisco, CA*

#### **Growth Engineer**

*Mar 2021- Present*

- Implement any functionality needed to grow, retain, and re-activate our user base.
- Work closely with product and community to monitor, define, and evaluate growth initiatives using concrete metrics and a scientific, evidence-based approach.
- Work as a full-stack web developer on back-end services and client-side functionality across our entire platform.

### **EDUCATIONAL TESTING SERVICE**, *San Francisco, CA*

#### **Senior Software Developer - Research**

*Feb 2021 – Mar 2021*

#### **Software Developer**

*Feb 2020 – Feb 2021*

#### **Associate Software Developer**

*Sep 2018 – Feb 2020*

- Worked as a full-stack web and app developer inside of ETS’s research division.
- Implemented apps and websites for language practice and learning informed by scientific research conducted by linguists, former teachers, and data scientists.
- Acted as lead front-end/back-end developer on multiple projects; launched an app to the app-store, developed a general-purpose internal API for rating language learner performance, developed multiple prototypes.

#### **Natural Language Processing (NLP) Intern & Contractor**

*Jun 2017 - Sep 2018*

- Optimized and rebuilt a conversation simulation application using Unity3D, cutting load times from 10 minutes to under 1 minute.
- Researched and implemented an automated, robust lip syncing pipeline including tools creation.
- Published a paper on ACM’s (Association for Computing Machinery) Digital Library titled *A modular, multimodal open-source virtual interviewer dialog agent*.

## SKILLS

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**Game Engines:** Unity3D, Unreal Engine

**Programming:** C#, Zenject, UniRX, Typescript, React, AWS

**Process:** Scrum, Agile, Design Thinking

**UX/Art:** Figma, Blender, Krita, Aseprite, ShaderGraph

## EDUCATION

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**American University**, *Washington, DC*

*September 2016 - May 2018*

M.A. in Game Design, GPA 3.9

## ACTIVITIES

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GDC CA (Conference Associate)

*March 2018 - Present*

IGDA DC Deputy Chair

*October 2016 - May 2018*

Smithsonian American Art Museum Arcade (Judge, Organizer)

*October 2016 - July 2017*

Global Game Jam @ American University (Organizer, Participant)

*January 2017 - January 2018*