

Kelley Hecker

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www.kelleyhecker.com

skills

Programming Object-Oriented Programming, C#, C++, Obj-C, UnityScript, Java, ShaderLab, Cg

Game Development Unity, Xcode, Gameplay Programming, UI Programming, Mobile Games, Agile Development & Scrum, Version Control (SVN)

Unity Scripting, UI, Physics, Animation, Shaders, Particle Systems, Plugins, 2D and 3D Games
NGUI, Facebook SDK, Vuforia, iTween, P31 Storekit, TouchScript

employment

August 2012 - Present **Art + Science Labs, Los Angeles, CA**
Game Programmer

Develop iOS games and applications using Unity3D and C#, with a specific focus on augmented reality applications. Work on R&D for clients and create prototypes to test new technologies.

experience

January 2014 - Present

No. 2

- Designed software architecture
- Wrote all code, including gameplay, UI, and social media integration

June 2013 - October 2013

Purceptual Pet

- Implemented hand tracking and voice recognition using Intel Perceptual Computing SDK
- Wrote AI to control pet
- Winner of the Pioneer Award, Intel Perceptual Computing Challenge

November 2012 - November 2013

Hot Wheels Power Port

- Wrote code for gameplay, motion detection, UI, and localization
- Implemented three of five worlds and worked closely with artists to integrate assets

education

2012

Bachelor of Science, Computer Science

California Institute of Technology, Pasadena, CA