

# KEVIN FISCHER

Fremont, California 94536

[kevfischermen@gmail.com](mailto:kevfischermen@gmail.com)

(341) 204-1007

## Summary

A passionate yet disciplined programmer and game designer. Favorite languages are C# and C++. Intermediate Unity developer. Wants to build challenging, yet accessible games.

## Education

Graduate of Cogswell Polytechnical College – BS in Game Design Engineering – April 2020 – Cum Laude

## Sample work and references (sorted from most to least active)

Itch: <https://phischermen.itch.io/>

GitHub: <https://github.com/Phischermen>

Online Portfolio: <https://kevfischermen.com>

LinkedIn: <https://www.linkedin.com/in/phischermen/>

## Accomplishments

Scored 2nd place, 2nd division [2018 ICPC Regional Programming Contest](#).

Developed a polished [first-person match three game](#) with dear friend, Maysue Lee.

A Godot [dev blog post](#) featured my [contribution](#). Fixed bug related to collisions.

## Software and Languages

|                     |            |                  |
|---------------------|------------|------------------|
| Game Maker Studio 2 | C#         | Maya             |
| Unity               | Python     | Blender          |
| Unreal Engine 4     | Java       | Davinici Resolve |
| Godot               | JavaScript | GitHub           |
| C++                 | Photoshop  | Visual Studio    |

## Skills

|                          |                               |                      |
|--------------------------|-------------------------------|----------------------|
| Swift & Agile            | High Integrity                | Active Listener      |
| Hawk-Eyed Observant      | Extremely Patient             | Honest & Trustworthy |
| Bountiful Endurance      | Curious Disposition           |                      |
| Open-Minded & Analytical | Unique Artistic Sensibilities |                      |

## Work experience

Unity AI Programmer for “Digiwizards” – Winter 2019

Cogswell College – 191 Baypointe Pkwy, San Jose, CA 95134, United States

- Cooperated in a group of 7 developers to make a FPS with a unique yet intuitive spell casting system.
- Taught other team members C# and Unity scripting fundamentals.
- Implemented 3 AIs: a spider that chases and pounces, a slug that runs away and zigzags through obstacles, and a tripod that fires rockets.
- Salvaged overwritten work with some GitHub magic.

UE4 Gameplay Programmer for “The Curse of New Orleans” – Summer 2019

Cogswell College – 191 Baypointe Pkwy, San Jose, CA 95134, United States

- Cooperated in a group of 4 other engineers to build a complex horror game from scratch.
- Used blue prints to build systems for resetting puzzles and action sequences, and setting checkpoints.
- Implemented a uniquely horrifying “poltergeist” system.
- Designed and implemented the frantic chase sequence that concludes the game.

### Unity User Interface & Gameplay Programmer for “Safe Harbor” – Winter 2021

- Led a team of 6 developers to complete and polish our 2021 Global Game Jam entry.
- Designed a procedural system for spawning obstacles near the player and destroying them when off screen. The obstacles were organized into “pools” based on their difficulty. The result is that easy obstacles spawn at the beginning and hard obstacles spawn at the end.
- Implemented flares, call-outs, and a dialogue system to direct a player’s attention to pertinent game-play information.
- Wrote a clever little limerick to set the tone of the game.

### Godot Contributor – Sep 2019 to Present

- Coded in C++ to produce 11 pull requests that improve usability, increase stability, and enhance versatility of the engine.
- Tracked down crashes and memory leaks with Visual Studio’s debugging tools.
- Learned code architecture through reading documentation, hacking through code files, and talking to other contributors.

## Other Work Experience

### Activity Specialist – September 2021 to Present

Centerville Community Center – 3355 Country Dr, Fremont, CA 94536

- I lead classes that teach kids from ages 1.5 - 5 years old how to play various sports.
- I actively engage myself with each child and their parents.
- I create a lesson plan ahead of time, but I also improvise and adapt the plan to accommodate the current class.

### Lifeguard – May 2014 to September 2018

Aqua Adventure – 40500 Paseo Padre Pkwy. Fremont, CA 94538

- Enforced a large set of rules to protect guests from danger.
- Always kept a positive attitude while serving guests.
- Rescued two guests. The trickiest one was at the water slide run-outs.
- Put on the rescue dream team for Ellis audit. Excelled both Spinal and Rapid X exercises.
- Covered extra shifts and often came early and stayed longer to guard swim lessons.
- One of few Lifeguards that has assumed the Lead position several times.

### Production Operator – January 2021 to June 2021

Zoetis – 3240 Whipple Rd. Union City, CA 94587

- Provided technical support for coworkers.
- Assembled blood test devices quickly and efficiently.
- Followed procedure scrupulously, but solve problems independently.

## Volunteering

### Assistant for Scratch Day events – 2011 to 2014

San Rafael Community Services – 380 Nova Albion Way San Rafael, CA 94903

- Answered questions and debugged students’ programs.
- Showcased my own projects and explained how they worked.