Bowen Keevan

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EDUCATION

Clark University, Worcester, MA — **May 2022**
Becker School of Design and Technology
BA in Interactive Media
Game Design Concentration

Quinsigamond Community College, Worcester, MA — **July 2020**
Associate's in Science (Interactive Media and Game Design)

RELEVANT EXPERIENCE

ReGame XR Summer Internship, Boston, MA — **June 2022 - August 2022**
Programmer
• Implemented Unity's built-in VR functionality to create a fun user experience
• Developed Unity scripts using C# to create new gameplay systems
• Used critical and creative thinking to debug problems with code
• Met deadlines and created an exercise game to meet client's expectations

Student Game Studio, Clark University — **Spring 2022**
Programmer
• Programmed core gameplay, including 2D movement and melee combat
• Developed simply enemy pathfinding AI to challenge player
• Implemented animations created by artists on team

Serious Games Class, Clark University — **Spring 2022**
Designer
• Conceptualized puzzles for the player to solve
• Designed levels for the player to navigate
• Organized levels to have good flow and intuitive layout

Worldbuilding Class, Clark University — **Fall 2021**
Designer and Team Lead
• Led a team of students in developing a fictional world
• Organized information about world into a slideshow presentation
• Met deadlines
• Communicated with team members

RELEVANT SKILLS

• Proficiency in Unity, C++, and C#
• Experience playing action-adventure online games
• Adobe Photoshop, Premiere Pro, and AfterEffects
• Proficient in Twine 2.0 and Microsoft Office
• Effective written and verbal communication skills
• Working well in a team
• Critical thinking & creative problem solving
• Attention to detail
• Formal training in narrative design
• Love for games and game development