Kevin Rucks
Technical Designer

Web: www.KevinRucks.info
Email: kevinrucks@hotmail.com
Phone: 239-464-8869
Location: Houston, TX

Work Experience

Sixfoot Games   09/2017 – Present
Dreadnought – UI Designer/Scripter
- Produce new front end UI for Dreadnought from concept to release
- Create visual scripting standards now adopted by 3rd party contractors
- Implement along with gameplay engineers new frontend architecture
- Train new hires on team process and project while in crunch
- Iterate JIRA process with production to improve efficacy and communication

Electronic Arts   03/2017 – 08/2017
MADDEN 18 – UI Scripter/Designer   Contract
- Support team through alpha by bug fixing in actionscript and visual scripting
- Develop User Interface for existing and new Live Content features

GameSim   01/2016 – 02/2016
American Safety Council – Programmer   Contract
- Update C# backend and SQL database calls to support new feature set
- Create dynamic ASP fields for special case Web Pages/Forms in Javascript

Electronic Arts   12/2015 – 12/2016
MADDEN 17 – UI Scripter/Designer   Contract
- Implement new front end screens in Actionscript 2
- Update UI texture elements to MADDEN17 style
- Modify logic layer to improve data structures used by art layer
- Communicate data needs of screens to engineers prior to build
- Solve time sensitive coding and visual bugs during Alpha and Beta
- Start work mid cycle with full work load expectations

MADDEN 18 – UI Scripter/Designer
- Ramp up on visual scripting system while developing assets for new feature
- Create documentation for knowledge transfer and local team ramp up
- Define visual scripting standards for M18 engine update
- Trouble shoot UI issues with international team members
- Add functionality to existing scripting system to support new M18 features

MADDEN Companion App – UI Scripter/Designer
- Update art assets to mobile standards
- Add and update functionality to hit release requirements in Haxe

GREE Inc.   04/2015 – 07/2015
War of Nations – Game Designer
Command and conquer enemy bases to expand your war empire in this MMORTS.
- Design and manage implementation of WARCOM feature to live release

Shadow Health Inc.   03/2014 – 04/2015
Digital Clinical Experience – Technical Designer
Educational nursing simulator addressing critical healthcare systems.
- Convert unity Legacy UI to uGUI without disrupting ongoing projects
- Redesign and implement Legacy UI on existing nursing exams in Unity C#
- Integrate Git repository for open source Unity UI library into SVN project
- Create mockups and storyboards using Illustrator and Balsamiq
- Prototype and implement interactive orientation in Unity Editor
- Create Unity editor tool to visually adjust patient gaze targets in room

Education

Florida Interactive Entertainment Academy
University of Central Florida
M.S. Interactive Entertainment   12/2013

University of Central Florida
B.A. Digital Media   05/2008

University of Florida
A.A. Digital Arts and Sciences   05/2005

Skills

Languages
- C#
- C++
- ActionScript
- ASP .NET
- Python
- SQL
- Lua
- Javascript

Engines
- Unreal
- Unity 4
- CryEngine 3
- Flash
- ImpactJS

Tools
- Visual Studio
- Flash Develop
- Adobe Photoshop
- Jira
- TortoiseSVN
- Adobe Illustrator
- Perforce
- Hansoft
- Audacity
- Maya
- Adobe Premiere

Disciplines
- User Interface Design
- Programming
- Level Design

Misc.
- 1st Degree Black Belt
- Eagle Scout
- Amateur Rocket building
- Rusty Spanish