[Kevin Mowers](https://kasperseas.github.io/)

310-918-6330 • 4842 W 130th street • Hawthorne, CA 90250 • kevinravimowers@gmail.com

**SUMMARY**

* 2+ years Unity Game Developer, 2+ years iOS Developer
* Language Proficiency: C#, Swift, Java Script, Python, Java, C++, HTML5, CSS
* Technologies: Unity, Xcode, Oculus Rift, HTC Vive, Firebase, Tower, React, D3.js, Postman

**PORTFOLIO [***2 games shipped (Oculus-Home, App Store), 1 contract***]**

**Unity Projects**

* [***Circuit Defect***](https://itunes.apple.com/us/app/circuit-defect/id1201140125) ***(01/17 - present)*** – 2D brain reflex training game built in Unity. On the app store. *Personal Project*
* [***PLUR VR***](http://www.plurvr.com/) ***(01/16 - present)*** – 1st person experience where the player plays as a light engineer to create a light production of a music festival stage made in C# using Unity, MonoDevelop, and Oculus Rift. *Contracted by Blast Zone Studios*
* ***Super Checkout VR (10/16)*** – Virtual Reality shopping experience using HTC Vive, C# in Unity, and Ingenico’s financial API. *Created at Money 20/20 hackathon*
* ***Kasper Seas (06/15 – 12/15)*** – 3D Pirate Ship sea battle game made in C# using Unity and MonoDevelop. *Personal Project*
* ***Lightshow Hero (06/15 - 08/15)*** – 3rd person creative game in which the player creates a light festival show to the beat of music made in C# using Unity and MonoDevelop. *Personal Project*

**TotemV - iOS Development [***2 apps live, 3 startups, 1 contract***]**

* [***DrewsList***](https://itunes.apple.com/us/app/drews-list/id1090805496?mt=8) ***(10/15 - present)*** – iOS application that empowers students to buy and sell text books by finding best price matches to save and make money made with Swift using Xcode. The app is live in the app store with over 100 downloads. *Cofounder*
* [***Foodtruckie Nation***](https://itunes.apple.com/us/app/foodtruckie-nation/id1069186450?mt=8&ign-mpt=uo%3D4) ***(05/16 - 01/17)*** – iOS mobile application that tracks and connects foodies to gourmet food trucks in Los Angeles using live geolocation services. Made with Swift using Xcode and other frameworks. The backend was made with APIs like Firebase and Javascript. App is live on the app store. *Contracted by Foodtruckie Nation ($5000 contract)*
* ***Stampet (10/15)*** – Invisible stamp card iOS application built with Swift and Sense360 framework. *Created at Sense360 Invisible Hackathon*
* ***Lookmachine (09/14 - 07/15)*** – iOS application Startup, a platform of unique outfits that give people clothing inspiration by making everyone their own fashion model. C*ontracted by Lookmachine*
* ***Aeoapp (09/14)*** – Workout buddy connector iOS application built with Swift. *Created at Google Startup Weekend*

**Sigma Nu Fraternity Inc. Leadership**

* ***President, Recorder, and Scholarship (06/12 - 05/16)*** – Responsible for +-35 man fraternity at Cal State LA, acted as fraternity visionary, motivator, organizer, communicator with outside entities, campus and community leadership. Other duties listed on sigmanu.org.

**University Projects**

* ***VLAD:MIR (09/15 - 06/16)*** – Project that takes downlink data from satellites and visually represents it on an interactive web interface to help satellite engineers resolve downlink malfunctions for DirecTV. The webpage frontend programming made in Javascript, HTML5, CSS using React, D3, Sublime.
* ***Snow Day (03/15 - 06/15)*** – 2D Penguin snowball fighting game made in Python using Pygame and Eclipse.

**EDUCATION**

**California State University Los Angeles** Cumulative GPA: 3.7

* B.S. Computer Science

**REFERENCES UPON REQUESTS**