

BRIAN DAVID KANE

QUIETLY CREATIVE

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Skills Summary

Technical

- 10 years: Software Development (UI/UX design, OOP, Database Design)
- 10 years: Programming (C#, SQL, Swift, Java)
- 6 years: Mobile Development
- 3 years: Unity Development

Other

- Cross Domain Translation (Artistic, Healthcare, Legal, Technical, Scientific)
- Visual Art (Line Drawing, Arrangement, AutoCAD, Gimp, Procreate)

BDKCreate

Unity Software Developer - January 2017 to Present

- Specializing in rapid prototype development
- Deigned, Developed and delivered client project and internal tools.
- Client projects included design documents, interactive storyboards, interactive demo builds, technology research, prototypes for market and user testing.
- Unity3D, C#, SQL, AWS, Visual Studio, Gimp

Freezer Engineering

Intern

- *AutoCAD Civil Drafting*
- *Data mining with visualized graphing over maps*
- *Scientific literature review (led to data mining)*
- *Technical setup and buying for new offices*

Published Work

- Mobile Apps
 - Drug Blaster!, MathQuizer, HexagonApp
- Game Jams and Demos
 - Flying Whil!, History 205 Exam, Christmas Blaster!, Fire Maze Demo

Bachelors of Science / May 2014

- Major in Biochemistry and Minor in Information Systems
- Millikin University in Decatur IL