

CONTACT

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www.ajkolenc.com

EDUCATION

Georgia Institute of Technology

Computational Media, B.S.
Music (Composition), Minor
- May 2014

Digital Media, M.S.
- May 2015

PROGRAMMING

C# / Java
HTML / CSS / Javascript
PHP / SQL

TECHNOLOGY

Game Development

Unity3D (PC / Mobile)
JavaScript Canvas
Oculus Rift + Touch
HTC Vive

Coding

Git / Subversion
NodeJS / NPM
Typescript / ES2015

Graphics

Blender (3D Modeling)
GIMP (Raster)
InkScape (Vector)

Music

Finale (Composition)
FL Studio (Production)

AJ KOLENC

PROGRAMMER

GAME DEVELOPER

PROFESSIONAL EXPERIENCE

The Stork Burnt Down

Co-Owner / Game Developer

May 2015 - Present

- Own and operate an independent game studio
- Creating original games such as Home Improvisation
- Working as freelance developer for clients including Cartoon Network, Primal Screen, and CSE

Primal Screen

Freelance Developer

November 2015 - Present

- Collaborated with a team of artists to create original games for web and mobile platforms
- Created and contributed to several websites, including work for LEGO and Cartoon Network
- Ported games from Flash to EaselJS for Sesame Street

Sparpweed

Development Intern, Remote Developer

May 2014 - Present

- Worked as intern to create 3D flying game prototype Pedestria, now collaborating to create mobile game
- Coding custom physics behavior, procedural art, and designer tools

PROJECTS

Home Improvisation: Furniture Simulator

Lead Developer

January 2015 - Present

- Viral hit simulator game with tens of millions of YouTube views
- Contributed all major gameplay systems, networked multiplayer, full VR support, and more
- Press coverage in IGN, Gizmodo, Kotaku, CNet, and others
- Finalist for IndieCade, Winner of Global Game Jam, Winner of IndieBits Best Overall Game

PBS Games

Developer

December 2016 - February 2017

- Worked as sole developer under Primal Screen on two pre-installed games for upcoming PBS streaming stick
- Coded procedural content tools, coordinated with artists, and heavily influenced design