

## 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  
React / Angular

### Graphics

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

### Music

Finale (Composition)  
FL Studio (Production)

# AJ KOLENC

PROGRAMMER

GAME DEVELOPER

## PROFESSIONAL EXPERIENCE

### Shipwright Studios

#### Software Developer

June 2017 - Present

- Maintained and made major contributions to a large-scale fitness game server infrastructure
- Created tools and interfaces to manage the game

### The Stork Burnt Down

#### Co-Owner / Game Developer

May 2015 - October 2017

- Owned and operated an independent game studio
- Created original games such as Home Improvisation
- Worked as a freelance developer for clients including Cartoon Network, Primal Screen, and CSE

### Primal Screen

#### Freelance Developer

November 2015 - September 2017

- Collaborated with a team of artists to create original games for web and mobile platforms
- 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
- 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