Kendal Cormany
Full Stack Developer - Software and Game

- Multi disciplined software programmer and game developer.
- 10+ years in Unity3d
- Published software on Windows/Mac/Linux/Web/iOS/Android/Playstation
- Proficient in: C# Javascript C++ Java Python Objective-c HTML/CSS
- Personal: Pufferfiz.net Commercial: Spikyfishgames.com

Phone: 480-393-6889

Address: Avondale, Arizona, United States of America

LinkedIn: https://www.linkedin.com/in/kendal-cormany-84549635

Email: pufferfiz@pufferfiz.net

EXPERIENCE

Nexus Embassy US, Hybrid
US Logical Lead
MARCH 2018 - PRESENT

Head of the US:Logical arm of the Nexus Ecosystem. Started just crafting HTML pages now handle all Building and Deployment on 5 platforms. Developed both javascript and c++ solutions for a smooth user experience.

Spiky Fish Games, Tempe
Owner / Programmer
JUNE 2014 - PRESENT

- Developed Sketchcross for the PlayStation Vita System 2015.
- Developed Crimson Nights, released on Steam platform on PC 2016.

TERRASECT MOBILE, Remote
Project Lead / Programmer
NOVEMBER 2022 - OCTOBER 2023

Contract for SmarterReality LLC and United States AirForce Academy. "Choose your own adventure" platform where cadets would discuss the situation and make appropriate decisions. Also contained a robust scenario creation tool for instructors. Build using Unity WebGL running on AWS and DynamoDB.

SEVERE CLEAR STUDIOS, LLC, Phoenix
Head Developer
AUGUST 2015 - DECEMBER 2019

- Sole developer for iPerform3D. Released on Windows/Mac/iOS/Android Developed in Unity with c# Developed tools for use with CMS and Drupal Database (XML with REST)

Neural Studio LLC
Unity Engineer
NOVEMBER 2017 - APRIL 2018

- Developing demonstration applications for various clients Technology Used: HTC Vive 3rd Party Input Controllers Stereoscopic TVs

Neural Studio
Unity Layout Programmer
MAY 2014 - SEPTEMBER 2014

- Develop interactive environments for architectural design. Developed a unity3d system to pass and accept data from an Arduino controller.

Nullspace Entertainment, LLC
FEBRUARY 2014 - APRIL 2014

Programmer

- Contracted to finish a game prototype for demo.

Retora Game Studios, Tempe
SEPTEMBER 2012 - MARCH 2014

Programmer

Developed several prototypes for clients.

Closer on the Hunted Escape mobile game.

- Revamped quest and item systems,implemented story flags, optimized project for mobile play.

Team ColorMatch
JANUARY 2011 - JANUARY 2013

Lead Programmer

- ColorMatch is an original game in development for Microsoft's Surface platform. I do all the program/systems design and most of the programming.

None
SEPTEMBER 2012 - DECEMBER 2012

Contract Programmer

- Contracted to develop and finish a game prototype for a client.

Kinetic Muscles, Inc.
JUNE 2011 - AUGUST 2012

Gameplay Programming Intern

- I am a intern that helps with the programming for gameplay mechanics.
- As of August 2012 in hiatus.

EDUCATION

University of Advancing Technology
JANUARY 2010 - DECEMBER 2012

Bachelor of Science (BS), Computer Games and Programming Skills

- Graduated Cum Laude 100% Course Completion Rate

Paradise Valley Community College
JANUARY 2009 - DECEMBER 2010

VOLUNTEERING

IDGA
MARCH 2014 - MARCH 2014

Science and Technology

GDC Booth Volenteer

- Helped run their booth.

RECOMMENDATIONS

Kyle Telesco

Producer at Retro Studios

- I worked with Kendal for about 8 months, where he was the lead developer on a new game project I managed. He was awesome to work with! He consistently came up with very creative solutions to problems and he is phenomenal at communicating with non-developers. He quickly empathizes with design intent and incorporates that context into his programming strategy with nominal guidance. I especially appreciated his

transparency and how he was able to demonstrate periodic progress in his work, which was invaluable for my communication with stakeholders.

Oh, and on top of that, he is a very kind and caring individual. Truly any development team would benefit by including him when he is available!

Zachary Snader
Game Developer

- Kendal has a lot to offer to the world of game design. His mind works in an abstractly analytical way, allowing him to see complexities in the most simple designs and create something relatable from his observations. It's a truly impressive quality that will allow Kendal to shine no matter what he does or where he goes. Beyond that, Kendal has an enormous amount of potential. With the right group of people around him, Kendal is a creator of success.

PROJECTS

Nexus Mobile Wallet
CURRENT

Created the first of its kind mobile crypto wallet that runs the underlining core code on device. Developed wrappers for the C++ code with Java/Obj-c. Co-developed the React-Native front end. Handle building and deploying to iOS and Android.

Nexus Desktop Wallet
CURRENT

Created the desktop application that interfaces with the coin code. Electron app using React, written in javascript with html/css pages. Developed platform specific solutions for the application to run properly. Handle building and deploying to Windows/Mac/Linux.