

Kendal Cormany

Owner / Programmer at Spiky Fish Games

Pufferfiz@pufferfiz.net

Summary

Specialties: Game Programming Portfolio: <http://pufferfiz.net/portfolio.html>

Experience

Owner / Programmer at Spiky Fish Games

June 2014 - Present (11 months)

Making awesome games.

Lead Programmer at Team ColorMatch

January 2011 - Present (4 years 4 months)

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

Unity Layout Programmer at Neural Studio

May 2014 - September 2014 (5 months)

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

Programmer at Nullspace Entertainment, LLC

February 2014 - April 2014 (3 months)

Contracted to finish a game prototype for demo.

Programmer at Retora Game Studios

September 2012 - March 2014 (1 year 7 months)

Contract Programmer at None

September 2012 - December 2012 (4 months)

Contracted to develop and finish a game prototype.

Gameplay Programming Intern at Kinetic Muscles, Inc.

June 2011 - August 2012 (1 year 3 months)

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

Projects

Sketchcross

June 2014 to April 2015

Members:Kendal Cormany, Cameron Wrightsman

Sketchcross is a "Nonogram" Logic picture puzzle game for the PlayStation Vita. The projected was completed in Unity3d. This game started Spiky Fish Games, and went through the process of being approved to self publish on the PlayStation Network.

ColorMatch

January 2011 to Present

Members:Kendal Cormany, Zack Sparks

ColorMatch is an educational game designed to teach the principles of color theory and blending in a game environment.

Haunted Escape: Wrath of Victoria

March 2013 to October 2013

Members:Kendal Cormany, Tyler Coleman, Dennis Porter, William Tate, Brendan Erquiaga, Alex Bascom, Zachary Snader, Winston Powell

Haunted Escape: Wrath of Victoria is a mobile point-and-click adventure game developed in Unity. On this project, my roles included: Designing certain puzzles, managing part of our object implementation pipeline (item labeling, identification and matching, translating script content to functioning design, etc.), managing interactions within some scenes, camera positioning and setup within some scenes, and some writing contributions to flavor, environment, and object text. I worked on the project from May 2013 until its completion.

Making Mars

June 2009 to June 2012

Members:Kendal Cormany, Justin Selgrad, Michael Eilers, Ken Adams, Jeremy Moore-Snyder

Making Mars is a joint project between three current and former faculty members from the University of Advancing Technology, staff from Kinetic Muscles Inc., and a team of Neuropsychologists and clinicians from Emory University in Atlanta, funded with a Department of Defense grant through TATRC and the Wounded Warrior Initiative.

Tellus: Save the Earth

January 2011 to Present

Members:Kendal Cormany, Thiago Pereira, Colt Buhr, David Wessman, lukas wright, Megan Stevens, Cory Saaf

Winner of the IEEE Committee on Earth Observation's SaveEarthGame competition, Tellus: Save the Earth is a resource management simulation that challenges players to improve the quality of life for all Earth's inhabitants during the next 40 years. This is achieved through research and development in four key areas: Energy, Production (industry & food), Transportation & Communications Infrastructure, and Earth Observation. A fifth area concerns Policies regarding health and education.

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Flower Cascade

2013 to Present

Members:Kendal Cormany, Stacy Layton, Dustin Rodda, Alexander Reiss, Jordan Barrett, James Justin, Trenton Anderson, Austin Champ

This is a "Match-3" puzzle game made for Android and iOS. The player fills her garden with magical flowers by dragging her finger over three or more flowers of the same color. The music adds a great deal to this game and allowed us to debut the game at the Phoenix Art Museum as a part of the Smithsonian's "Art of Gaming" exhibit. As this was a non-budget indie project, we owe a great deal to the composers behind the music. It all began with contacting Alex Smith, from The Cynic Project, and requesting permission to use his music in the game. I've always found his songs amazing and very unique. Once we had permission to use his music, I played his song "Cherry Earth" for several other composers. These composers then created the rest of the music as original pieces for Flower Cascade.

Ocean Defenders

July 2013 to Present

Members:Kendal Cormany, Cameron Wrightsman

Ocean Defenders is a 3d tower defense game, situated underwater. The project was built during a local game jam hosted by the University of Advancing Technology. During the 48 hour time constraint, a prototype was quickly designed, completed, and submitted to a panel of judges. My role for the project was Game Artist.

Standing for Something

2014 to Present

Members:Kendal Cormany, Stacy Layton, James Justin, Justin Trimmer

Standing for Something is a puzzle-battle game designed to encourage, entertain, and inspire young people as they explore who they are and what they stand for. Boys and girls find the courage they need to face a world often filled with teasing and difficult choices by battling their "enemies" with words and powerful ideas, rather than with fists or weapons.

Skills & Expertise

Programming

Game Development

Video Games

Game Programming

Gameplay Programming

Gameplay

Unity3D

C#

Scripting

Game Mechanics

Photoshop

Visual Studio

XNA

C++

Scrum

Console Games

Playstation

Arduino

Languages

English

(Native or bilingual proficiency)

Japanese

(Limited working proficiency)

Education

University of Advancing Technology

Bachelor of Science (BS), Computer Games and Programming Skills, 2010 - 2012

Paradise Valley Community College

2009 - 2010

Honors and Awards

Alpha Geek Scholarship from University of Advancing Technology, 2010-2012 Cum Laude University of Advancing Technology, 2010-2012

Interests

Video games, Programming, Art

Volunteer Experience

GDC Booth Volunteer at IDGA

March 2014 - March 2014 (1 month)

Helped run their booth.

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[Contact Kendal on LinkedIn](#)