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 Whi!, 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