

Jonathan Kernick

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ABOUT ME:

I enjoy coding and the ability it gives me to create things that have never been seen before. My qualities include attention to detail and record of overcoming barriers even when peers and technologies may indicate that a task is 'impossible'. I'm hardworking and passionate about developing new skills, ultimately I enjoy coming up with creative solutions to unusual problems.

In my freetime I Do illustration and animation and sometimes attempting to play instruments with varying degrees of success and the rest is playing with my HTC Vive

EDUCATION:

University of the West of England(UWE, 2012)

First Class BSc Games technology (Hons)

South Devon College(2008)

Triple Merit BTEC national diploma in Media(moving image)

SKILLS:

Great	Good
C#	Adobe Animate
Unity	Spine
Javascript	Three.js
HTML5	Unreal
PIXI.js	HTML
Adobe Photoshop	CSS
VR & AR Development	FFMPEG
Substance Painter	GIT
HLSL & GLSL	AI

EMPLOYMENT HISTORY:

2018-Present Working as a Creative Developer for Kuva.io working with Unity and utilizing new technologies such as Mobile AR and Depth sensing cameras to create dynamic installations as well as VR experiences.

2012-2018 Working as Lead Games Developer for Complete Control Ltd responsible for developing engines and practices as well as content while also overseeing the other developers and their projects. While there I have presented to and worked with a wide array of clients and IPs(Disney, BBC, Sky, Cartoon Network, Nickelodeon, etc...)

2011-2012 Worked as a Pal(Peer assisted learning) Leader for UWE. involved organising groups of students to facilitate the learning of C++.