

Jeremy Kings

Composer/Audio Designer

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SKILLS

Technical Skills

DAWs: proficient with Reason; working knowledge of Ableton Live

Audio Editing: proficient with Audacity

Visualization Tools: proficient with Photoshop, Paint.Net, Blender

Programming: proficient with C/C++, Java; knowledge of ActionScript 3.0; knowledge of game engine architecture; familiar with source control apps (SVN, GIT)

Design Skills

Composition: proficient in music theory and tonal counterpoint; experience writing electronic music, as well as music for choir, piano and, to some extent, orchestra

Audio: working knowledge of audio effects and processing

Design: 2D game design, 2D level design and game mechanics

Writing: knowledge of creative writing techniques; knowledge of technical writing, design documents

EDUCATION

DigiPen Institute of Technology – M.S., Computer Science

September 2010 – Fall 2012 (expected graduation date)

Illinois Wesleyan University – B.S., Computer Science, minor in Music

August 2006 - May 2010, 3.78 GPA

PROJECT EXPERIENCE

PhaseOut – Audio Director, Game Designer, A.I. Programmer, Physics Programmer

Student game project for PC using FMOD, C++, Direct X 9.0; single-player, fixed perspective 3D (aka "2.5D") platformer. January to May, 2011.

- Created all art and audio assets.
- Created game concept, game mechanics, characters, enemies and storyline, designed and created all levels.

V1rus – Audio Director, Gameplay Programmer

Student game project for PC using FMOD, C++, Direct X 10.0; Tron-like 3D "bullet hell" shooter. September 2011 to May 2012.

Daeva – Composer

Student game project for PC; 3D platformer akin to Mirror's Edge set in a tropical/desert environment akin to Prince of Persia. December 2011 to May 2012.

Art of Defense – Composer

Game for iPhone; 2D tower defense-style gameplay with hand-drawn aesthetics. January to May, 2012.

Crystalline – Composer

Student game project for PC; futuristic 3D stealth platformer with grappling hook mechanic. December 2011 to May 2012.

Voxel Dungeon – Composer

Student game project for PC; 3D isometric dungeon crawler with randomly generated levels. January to May, 2012.