

# David Kamunyu

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## PROFESSIONAL EXPERIENCE

### **Centre for Rights Education and Awareness (CREAW) Kenya** (June 2021 – Present)

#### *Lead Game Developer and Front End Designer – Unity Engine*

Part of the team commissioned with designing and developing an educational PC game targeting Grade 4 students as part of the Kenyan national Digital Literacy Programme called Digischool. Project stakeholders include the Ministry of ICT, Ministry of Education, the Teachers Service Commission, CREAW, primary school teachers and classroom instructors who will be oriented in the use of games as a teaching aid.

### **GameJam Ltd.** (September 2020 – Present)

#### *Senior Mobile Game Developer – Godot Engine*

Working as the lead developer to implement game concepts and design mechanics with quick turn around time; and self publish to their own platform called **SNAX** available on iOS and Android. Each game for their platform is a free to play (F2P) title that connects to the in-platform currency and cross-platform leaderboard.

### **Goethe-Institut Nairobi** (September 2018 – March 2019)

#### *Virtual Reality Game Developer – Unity Engine with Oculus VR Utilities*

I was commissioned as part of a team of six to create **“Ngimurok”** a story-based, virtual reality experience for **Good Times Africa**, a music themed event management company, in partnership with **Goethe-Institut Nairobi**, the German cultural exchange centre. I was involved in creating an immersive VR experience for the Oculus GO, with a public showcase at the **“Africa Nouveau”** event, under the theme *“Africans & Outer Worldly Beings”*. My role included level design and game programming; sprite and 3D animation; UI/UX design and layout design; device compatibility and optimization; and on-site support.

### **“The Orchard”** (2012 – 2018)

A personal project aimed at sharpening my skills in various areas. This project's major skill requirements were in the field of game development; 3D modelling and texturing, artificial intelligence (AI), environment design, coding/scripting, sound effects (SFX), graphical user interface design(GUI/UI), but to name a few. Further skills developed were project management, planning and execution, product marketing and social media management of several accounts.

(Stand-alone working demonstration, and portfolio of work are available online)

## TECHNICAL SKILLS & EXPERIENCE

*Languages:* **C#, Javascript** (8 years each) GDScript. XML, HTML/HTML 5/CSS.

*Computer literacy and Softwares:*

- ❖ Operating systems: Windows XP, Vista, 7, 8, 10, Linux, Ubuntu, Macintosh.
- ❖ Data and document processing softwares: Microsoft Office, OpenOffice, LibreOffice
- ❖ Other Software Applications: **Unity 3D** (from version 3.x to 2020.x), **Audacity, Blender, GIMP/Glimpse, Microsoft Visual Studio 2005/2008, 2010 Express, 2015, 2017, 2019, MonoDevelop,** Godot, Adobe Photoshop, Inkscape, Net Beans, GIT.

## EDUCATION

**(2008-2012) United States International University (USIU), Nairobi, Kenya**

Pursued a degree in **Bachelor of Science in Information Systems and Technology** and concentrated in *Applications*. Degree concentration was comprised of:

- ❖ Operating Systems, Internet Applications, Information System Engineering, Data Structures and Algorithms, Back-end Databases and Structures.

Further studies resulted in obtaining a *minor* in *Japanese*.

- ❖ 5 years' experience in Japanese in reading, writing and conversing.

## OTHER EXPERIENCE

**Member of the Japanese Kenya Student Conference (JKSC) (2011-2012)**

Providing assistance as a member of JKSC to help facilitate the various conferences, including the 12<sup>th</sup> (2011) and 13<sup>th</sup> Conferences (August 2012) for the United States International University Chapter. Setting up an online pen pal system using social media tools, such as Twitter, Facebook, LinkedIn etc. and Skype to help members on either side of the world to communicate.

**Japan Information & Culture Centre (JICC) (Part-time, seasonal)**

I was occasionally engaged by the Japanese Embassy to Kenya (location for the JICC) to assist with large events which need extra hands. My duties usually involve helping with the logistics on site, and providing support during the events.

**National Hospital Insurance Fund (N.H.I.F.) (May-July 2012)**

Duties during my internship required that I provide IT support, for both hardware and software related issues. In addition, I performed several duties in different forms of data entry, querying and retrieval, which gave me experience in different application environments.

## **VOLUNTEER WORK**

### **Foundation Stone Children Centre, Bondo, Kisumu (2012)**

- ❖ Installed several games to help teach the children how to type and make general use of a computer and provided IT support to the staff who had received computers as a donation.

### **Hope House Babies Home Kenya, Mountain View, Nairobi (2011)**

- ❖ Tended to the infants and performed household chores for the daily maintenance of the facility.

## **ACHIEVEMENTS**

- ❖ Judge at the 9<sup>th</sup> *International Kalasha Awards* 2019, for the Video Game and eSports Section.
- ❖ Presented *The Orchard* at the Goethe-Institut Johannesburg's Game Mixer Programme in South Africa, 2017 and the *African Crossroads: 2018* conference, held in Marrakesh, Morocco.
- ❖ *The Orchard* featured as part of the official selection of games at AMAZE Johannesburg, 2017.
- ❖ Participated in Nairobi Comic Conference (NAICCON) 2015.

## **HOBBIES AND INTERESTS**

- ❖ Playing video games and board games, reading fictional novels and listening to music.
- ❖ Swimming and golfing.
- ❖ Participating in hands on activities especially those involving mechanics and electronics.

## **REFERENCES**

### **Rotem Kuza**

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GameJam Limited.*  
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### **Douglas Ogeto**

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