

# KENNY GUAYAQUIL

TECHNICAL ANIMATOR



(774)-312-9933



guayaquilkenny@gmail.com



[www.kennyguayaquil.com](http://www.kennyguayaquil.com)



Calrsbad, CA

## WORK EXPERIENCE

### Technical Animator

*High Moon Studios | May 2020 - Present*

- Working closely with design and animation to support, implement and debug scripted scenes in AAA games
- Call of Duty: Modern Warfare II | 2022
- Call of Duty: Vanguard | 2021
- Call of Duty: Black Ops Cold War | 2020

### Technical Designer

*Cui Cui | Sept 2019 - March 2020*

- Scripted gameplay features and mechanics from prototype to final.
- Developed animation systems for the player and AI

### Software Certified Peer Tutor

*Savannah College of Art and Design |  
Sept 2019 - March 2020*

- Software, programming, and math tutor.
- Lead software workshops for students.
- Working with students with disabilities

### Graphics Blueprint Programmer

*SCADpro Sponsored Project | Fall 2019*

- Worked closely with a team of people of different backgrounds to develop a project for FIFA World Cup 2022

## EDUCATIONAL HISTORY

### Savannah College of Art and Design

*B.F.A. in Interactive Design and Game Development  
Fall 2015 - Winter 2020*

- Minor in Visual Effects
- Study Abroad - SCAD Hong Kong  
Winter 2018

## SKILLS

### SOFTWARE

- Proprietary engine
- Unity 3D
- Unreal Engine 5
- P4 source control
- Autodesk Maya

### PROGRAMMING LANGUAGES

- GSC (proprietary)
- Python
- C#
- U.E. Blueprint

### LANGUAGES

- English (proficient)
- Spanish (native)

### PERSONAL SKILLS

- Teamwork oriented
- Public speaking
- Problem solving
- Leadership
- Time management

## AWARDS RECEIVED

- Jumpy n' Stompy - Best of Show Winner  
SCAD Global Game Jam 2020
- Cuicui - Intel University Game Showcase  
SCAD Representative
- Deans's list honors (2017 - 2020)