

QUALIFICATIONS

- Worked with Unity since 3.5, on both commercial and personal projects; many of my personal projects are available on my website or on the Unity Asset Store.
- Programmed in C#, Clojure, Processing, Javascript, C++, PHP, Actionscript, Python, Cg / HLSL, Lingo, Basic.
- Participated in many game jams (Ludum Dare, 7DFS, etc.) either as a solo developer programming the entire project or as part of a team (typically handling art and additional scripting).
- Developed websites for commercial, non-profit, and government clients using multiple frameworks and technologies, mostly Javascript, PHP, and MySQL.
- Enthusiastic about working with my wide range of skills in programming, scripting, 3D modeling, texturing, writing shaders, animation, and game design.
- Applied knowledge of those skills to leading teams and fostering communication between different disciplines.
- Passionate about building the games industry to be more sustainable and supportive, and as such I've volunteered at multiple industry events, including GDC Online and the Global Game Jam.
- Fascinated with the possibilities of using game technology in procedural generation and interactive narrative:
 - Published academic writing about the relationship between agency and the inner structure of play:

Karth, I. "Ergodic Agency: How Play Manifests Understanding".
Engaging with Videogames: Play, Theory, and Practice, ed. Dawn Stobbart and Monica Evans. Oxford: Inter-Disciplinary Press, 2014.
 - I've participated in National Novel Generation Month twice, creating programs that write novels: (<https://github.com/ikarth/nanogenmo> and <https://github.com/ikarth/nonogen>).
 - I have a blog where I cover interesting things in procedural generation (<http://procedural-generation.tumblr.com/>).

EXPERIENCE

Isaac Karth Interactive (2007 - Present)

Freelance art and development for games, animations, websites, and film.

Paracore Corporation (2007 – 2010) **In House Media Specialist**

Web development, server management, 3D artist, video editing, and graphic design.

EDUCATION

M.F.A., Arts and Technology, University of Texas at Dallas, Richardson, TX, 2013

B.F.A., Digital Media, Ferris State University, Grand Rapids, MI, 2006