

HAZEL KENNEDY

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EMPLOYMENT

Wickworks, Remote

Nov 2025

Contract Godot Engineer

- GDExtension development for Lancer Tactics.
- Ported scripts from C# to C++, granting 3x runtime performance, web builds, and faster, more flexible iteration.

Visual Concepts Entertainment, Irvine, CA

Jun 2023 – Sep 2023

Technical Art Intern

- Engineered tools and rigged characters for NBA 2K24.
- Designed and wrote pipeline tool to speed up manual lighting reviews by 400%.
- Automated and reviewed changes made to >1000 athletes, saving 3GB from a day-one patch and fixing bugs.

UC Davis, Remote

Jan 2022 – Jun 2023

Student Tech Lead / Unity Gameplay Programmer

- Automated build and deployment (CI/CD) infrastructure, allowing builds to be tested hourly instead of biweekly.
- Maintained legacy Unity editor tools, removing critical blockers in writing and illustration content pipelines.
- Profiled and optimized custom shaders, improving visual fidelity and performance of tilemap.
- Managed technical team of four, communicated requirements with faculty.

Summit Tech Lab, Irvine, CA

Jan 2025 – Jun 2025

Programming Intern

- Developed application for adjusting multi-projector screen bounds.
- Simulated real-world camera attributes, providing a physically-accurate editor with broad client hardware support.

PROJECTS

VisualNML and Godot Game Engine

Mar 2025 – Present

Open Source Developer

- Create node-based code editor and compiler for NML, a high-level scripting language for modding OpenTTD.
- Contribute to Godot to resolve technical limitations, improve workflow, and give back to the community.

Zot Zoomer

Jan 2023 – Mar 2023

Team Lead, Technical Artist, Producer, Programmer, Sound Designer

- Created in-engine procedural mesh editor, enabling level design to iterate on finished track meshes.
- Hosted and administered Perforce server on AWS cloud machine.
- Modeled core art assets in Maya, textured in Substance Painter.
- Lead cross-disciplinary team of six as part of VGDC at UCI. Assisted with gameplay scripting.

LEADERSHIP

Video Game Developers' Club at UCI

Mar 2022 – Jun 2023

Programming Director / Officer

- Led programming department, mentored club projects, and facilitated club events.
- Organized and led workshops, educating new developers and systematizing a culture of knowledge-sharing.

SKILLS/PROFICIENCIES

Programming: C++, C#, Python, HLSL/GLSL, Git, Perforce, ShotGrid, JavaScript, HTML/CSS, MEL, VEX, WebGL, Vulkan

Game Engines: Unity (including ShaderLab, Shader Graph), Godot, Unreal Engine 4 and 5 (including Blueprints)

Art and Illustration: Blender, Houdini, Maya, Photoshop, Procreate, Substance Painter, After Effects, Premiere

EDUCATION

University of California, Irvine. Bachelor of Science in Computer Science, specialization in Visual Computing. Class of 2025