

DREW K. KENNEDY

Game Developer • Content Creator • Host & Panelist

Austin, TX • hello@drewkkennedy.com • drewkkennedy.com • linkedin.com/in/drewkkennedy • youtube.com/c/Nintendrew

SUMMARY

Game development generalist with 10+ years of shipped titles across console, PC, and mobile — from two-person indies to a live-service platform with millions of players. Builds and operates AI systems that multiply output across entire organizations. Reaches an audience of 350,000+ subscribers as creator of the Nintendrew YouTube channel.

EXPERIENCE

Pocket Worlds — Senior Software Engineer II, Gameplay & Live Events

Jan 2025 – Present

- Lead engineering of weekly live-service gameplay events for Highrise (Unity/C#), owning design, systems, and live ops on fixed production cadences for thousands of concurrent players.
- Designed and built HR Stream, a gameplay platform enabling live video hosts to run interactive events such as Bingo and Trivia inside the Highrise ecosystem.
- Architected, built, and operate the company's internal AI platform end-to-end — an agentic analyst spanning 20+ live data sources serving every discipline, with cited answers and human-approved actions.
- Developed generative AI pipelines for marketing creative; apply agent-based workflows to accelerate refactors, research, and live incident resolution.

Independent — Game Developer

2020 – 2025

- Co-created and shipped C.A.R.L., a 2D puzzle-platformer, to Steam, Nintendo Switch, Xbox, and PlayStation in a two-person team — core gameplay systems, UI, optimization, and cross-platform build pipelines (Unity/C#).

Nintendrew — Content Creator

2016 – Present

- Built a YouTube channel on video game history and preservation to 350,000+ subscribers as a solo production: writing, filming, editing, and scoring. Recurring convention guest, host, and panelist.

Augterra — Senior Unity Developer

2016 – 2017

- Owned code base and build management; developed rapid prototypes for Karobi, an unreleased AR card battle game.

NC2 Media — Game Engineer, C#/Unity

2015 – 2017

- Built and iterated on multiple simultaneously-developed Unity titles for an unannounced R&D project.

Hitcents — Game Developer → Lead Game Developer

2013 – 2015

- Core gameplay engineering, then small-team leadership, on Draw a Stickman: EPIC 1 & 2 and Battlepillars — C# with XNA/Unity, shipped to Windows, macOS, Linux, iOS, Android, and Windows Phone.

EDUCATION

Western Kentucky University — B.S. Computer Science, Cum Laude

2009 – 2013

- Minor in Computer Information Systems • WKU Game Research Group • The Gatton Academy of Mathematics and Science (Newsweek #1 high school in the nation), later returning as CS tutor.

SKILLS

Engineering: C#, Unity, Unreal/UEFN, Lua, TypeScript, XNA, gameplay systems, live ops, cross-platform shipping, AI-assisted & agentic development workflows

Production: game design, video production, music production & composition, voiceover, public speaking & live hosting