

# Kenneth Munk

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Willing to relocate to: California  
Authorized to work in the US for any employer

## Work Experience

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### **Device Operator**

Teleplan International / Aerotek - Roseville, CA  
August 2017 to Present

Test device performance for production units,  
Troubleshoot problem units,  
Streamline production to improve personal capacity,  
Time management to ensure smooth function,  
Log test results into proprietary systems,  
Basic quality control to ensure products will meet the expectations of customers.

### **Office Clerk/Customer Service**

Safeway - Salem, OR  
January 2017 to June 2017

#### Responsibilities:

Exemplary customer service,  
Tracking, balancing and reconciling reports,  
Managing safe and tills,  
Perform bank deposits,  
Perform some banking transactions for customers,  
Perform any additional duties as assigned.

#### Achievements:

Held second-rank position in my office,  
Thwarted multiple scams and fraudulent transactions with attention to detail,  
Codified the office supply ordering system,  
Simplified the employee vehicle list and employee phone list with excel,  
Partially automated the record keeping of lottery inventory using Excel.

#### Skills used:

Time management,  
Data entry,  
Problem-solving,  
Excel workbook record keeping,  
Microsoft word announcements,  
Customer service.

## **Checker**

Safeway - Salem, OR

October 2015 to January 2017

### Responsibilities

Provide premier customer service,  
Process transactions quickly and accurately.  
Act as file maintenance, including;  
Put up new tags,  
Ensure accuracy by taking down old tags.  
Operation of self service point of sale device, including;  
Quickly respond and correct errors,  
Maintain a clean working environment,  
Maintain the displays within close range to the check stands,  
Manage the daily schedule for the front end of all employees.

Note conversion period from Customer Service to Checker

Actively aided in the processing of transfers,  
Actively engages in refund or trade transactions,  
Actively processes transactions creating money orders.

### Skills Used

Multitasking,  
Problem solving,  
Mathematics,  
Time management.

## **Teller 1**

Columbia Bank - Salem, OR

October 2014 to October 2015

### Responsibilities

Quickly process customer transactions,  
File reports when required,  
Maintain accurate cash control,  
Provide premier customer service,  
Communicate with customers clearly via phone or email,  
Sell products to customers,  
Memorize customers accurately.

### Accomplishments

Updated internal use forms for efficiency

### Skills Used

Accurate management of cash,  
Efficient use of Microsoft office applications,  
Clear telephone communications

## **Office Clerk/Customer Service**

Safeway - Salem, OR

March 2014 to October 2015

**Responsibilities:**

Provide first class customer service,  
Maintain and organized work environment,  
Maintain point of service registers,  
Process documents,  
Preform bank deposits,  
Audit tills,  
Preform banking transactions for customers,  
Preform any other duties assigned by management

## Education

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### **AS in Business Management**

Sierra College - Rocklin, CA  
August 2017 to December 2019

### **AS in Business Management**

Chemeketa Community College - Salem, OR  
September 2013 to June 2017

## Skills

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Customer Service (4 years), File Management (2 years), Business Email and Telephone Communications (4 years), Time management (2 years), Maya 3D (5 years), CAD Inventor (3 years), Google Sketchup (8 years), Manga Studio 5 (2 years), Small Business Operations (Less than 1 year), Adobe Dreamweaver with html and css coding (2 years), Unreal Engine (Less than 1 year), Amazon Lumberyard game engine (Less than 1 year), MudBox 3D (Less than 1 year)

## Links

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<https://www.KenMunk.com>

## Additional Information

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**Side Projects/Hobbies:**

Simple visual novel game design project  
July 2017 - Present

After having to shelve multiple game project ideas due to resource constraints and lack of time, a conclusion was reached that the games that would realistically be doable by a single person would be simpler 2D games that require minimal infrastructure and resources to develop. Game premise is once again space themed, but utilizes a different style of viewpoint with the goal of immersing the player into a universe that the game strives to create.

Towering Endless project concept created

June 2017 - July 2017

With my introduction to blockchain technology, during the Summer of 2017, I sought to create a game that acted as a first person or third person dungeon platformer while using blockchain technology and cryptocurrencies to act as both an anti-cheat system and game economy currency. To evade legal issues about gambling my goal was to remove the chance factor in the game and give the npcs or mining location specific drops that players could then use to build their character. Using previous concepts from Legends of the Meta the cryptocurrencies would find use with the unique items that players could create, boiling down the economy to a player fed and driven economy without any factor of chance. Unfortunately this is only a very brutal summary of the entire concept, yet one of my favorite ideas.

Custom 3D printed computer cases

Ur-Computer LLC (an Oregon business)

2016-2017

In a bid to create something unique, I crowdfunded, advertised, and launched a 3D printing business to cater to a perceived niche of customers for custom printed computer cases. The goal was to diverge computer case design away from it's box type design towards something more unique and desirable for average consumers in a way that blends in with their furniture. Due to the high cost of manufacturing and the long print times for each part, the idea eventually shut down. A few concepts were retained from the project yet, remain shelved until more knowledge is gained and cheaper parts are found.

Legends of the Meta project concept created

2015 to 2016

A long term project idea that has been shelved due to multiple factors with time constraints being the biggest issue. With the concepts of augmented reality gaming and gps mirrored game mapping, I had the idea to create a game that would utilize those technologies to create a single dynamic game world that all players regardless of location or device could interact with. At the time I was also working towards my business management education, and working at Safeway, leading to a choice being made that the game project would temporarily have to be shelved. Later a game project came out called Dual Universe that was very oddly like the project idea that I came up with minus a few very groundbreaking mechanics that Digital Extremes later came out with after I put in a recommendation of modular weapon design because I was impatient and wanted to see the technology come to fruition somehow.

Helicopter Rotor Design research project

2011-2012

My initial introduction to CAD and Maya 3D for the purpose of modeling and 3D printing a helicopter rotor design that would improve lift compared to traditional aerofoil. The overall project was disastrous with early 3D printing technology, but the skills in team management and 3D modeling were fostered and improved.

Multiple years leading robotics teams

Vex Robotics -- 2011-2013

Lego Robotics -- 2010-2012

For each of the 3 years I did Robotics Projects in high school, I typically either got thrown in as leader or I just rose to the challenge. Personally I believe I had a good team every year yet we were not able to compete as well as we would have desired against the best teams of the state. During these three years I was constantly honing my recording, presentation, team leadership, project management, and deadline management skills along with the expected programming, mechanical design, and 3D modeling skills.