

Kenneth R. Poirier

Logic, Statistics, Design, and Communications

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About Me

While my main focus is on integrated software systems and artificial intelligence, I am extremely cross disciplined, which gives me an exceptional ability to facilitate communications across the many sub-disciplines that encompass SDLC and media production. This also means I'm very good at discovering bottlenecks in the development process and either working around them or eliminating them all together. I am the human version of Duct-Tape. I hold it together when no one else can.

Visit kenpoirier.com for more info.

Skills

Theory: machine learning, neural networks, statistical analysis, data management, SDLC, QA control, UI/UX design, human neurology and psychology, communications and language

Business: leadership, personnel training and assessment, logistics, B2B and cross-department communications, workflow management, reporting, public speaking

Programing Languages: HTML, CSS, JavaScript, Python, Java, C++, C#, Ruby, Lua, SQL

Software: Microsoft Office, Adobe creative and productive suites, Github, SSH, Telnet

Media Content Development: camera operations, lighting, acting, directing, video and sound editing, color correction, title design, character design, textual content writing and revision

Work History

Media Consultant - July 2013 to Present

Helping businesses, non-profits, and independent projects reach their potential by bridging knowledge gaps and creating implementation strategies in regards to the technology and network structures involved in media production and distribution in the information age.

President of Legendary Power Games - September 2010 to May 2016

Oversaw company vision and implementation. Lead programmer and designer for all games. During that time I established the LPG name in several gaming communities and developed a library of 8 games and 7 game mods.

Media and Event Producer - January 2002 to August 2010

My roles varied: producer, director, director of photography, casting, host, talent, stage management, promotions, ect. For a complete list please email me.

Quality Assurance Developer at VOLT Media Consulting - January 2008 to March 2010

Assessment and reporting of reproducible and actionable errors in software and hardware for Microsoft's xBox360 platform. I was part of a specialization team that helped prepare the Kincet system for launch.

Logistic Consultant - January 2002 to January 2006

Managing and training personal. Managing truck Fleets, inventory, labor hours, and B2B communications.

Educational History

B.L.A. Mathematics and Natural Sciences – Computer Science/Psychology/Artificial Intelligence
Indiana University – 2015 – Dean's List

A.S. Information Technology – Programing Languages/Media Development
Indiana River State College – 2012 – Dean's List