

Frazier Kyle

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I am seeking computer science and game development internship opportunities while I am in college that will lead to future employment.

EDUCATION

MIAMI UNIVERSITY

Bachelor of Science, Computer Science (expected May 2024)

EXPERIENCE

PRESIDENT OF MU'S GAME DESIGN CLUB

2022 – CURRENT

- I design and make a finished game that each of the members can then add to their portfolio or use as a learning experience
- I trained the members of my team to fill any gaps in their experience, including developing in Unreal Engine, Modeling in Blender, Scripting with Unreal Blueprints. While also ensuring that my team maintains scope and creates a fun game by the end of our working period.
- Facets of the design process that would be too difficult for a beginner designer I would complete, such as programming Character Controllers, Enemy AI, and Game Play Loops.

MICROSOFT PARTNERSHIP PROGRAM CONTRACTOR- Nitric Concepts

11/2018 – 08/2021

DEVELOPER

- Programmed in MFunctions – Worked on the interactive level, such as developing enemies, loot, quest systems, and so on.
- Created background systems such as the quest, gameplay loops, and other utilities the player would require

DESIGNER AND MODELING

- Laid out curated digital game playgrounds through blocking out and modeling tools, which would then be collaboratively built and modeled.

DEVELOPING MAPS/GAMES FOR MOJANG AND YOUTUBERS

12/2017 – 11/2020

- Plan/Layout the functionality and main gameplay loop of a game Idea based on what's requested of us
- Develop systems for the game to be playable (Programmed in MFunctions). While also building and laying out a playable game utilizing modeling tools (Block Bench, Blender) and the Minecraft Game Engine
- Play tested and iterated on our game until it felt completed and captivating. Then worked alongside the Mojang Product Team or the Youtubers Managers to ensure our game met standards and was entertaining to play. Then our games would be released where thousands of players have engaged with them.

TECHNICAL ABILITIES

Scripting and Creation Tools I use Regularly:

+ Eclipse, MS Visual Studio, Notepad++, Unreal Engine, Notch, Unity, Blender

Programming Languages I utilize:

+ Java, C#, C++, Python, R, JavaScript, HTML, CSS

CLASSES

(Programming language used in the classes are provided)

+ Object Oriented Programming (Java, Processing), Fundamentals of Programming and Problem Solving (Java), Systems I: Introduction to Systems Programming (C++), Data Abstraction and Structures (Java)

+ Calculus I, Discrete Mathematics, Statistics, Microeconomics, Statistical Modeling (R)

+ Game Writing (Unity/C#), Digital Experience Game Jam (Unity/C#), Motion Design (Notch, Touch Designer/Python, Unreal Engine)

+ Composition and Rhetoric, Technology Ethics and Global Society, Biology I

GPA: 3.14

INTERESTS/ACTIVITIES:

+ Rock Climbing Club, Esports Club, Generative Digital Art, 3d Modeling