Frazier Kyle

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Summary: I am seeking computer science and game development opportunities after college

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EDUCATION - MIAMI UNIVERSITY

Bachelor of Science in Computer Science (Aug 2021 – May 2024)

WORK EXPERIENCE

TECHNICAL ENGINEER – NATIONWIDE (INTERNSHIP)

5/2023 – 08/2023

- Developed automation tools utilizing many scripting languages and multitudes of inhouse API libraries that streamlined certificate detection and notification process.
- Programmed tools to identify numerous invalid certificates that were previously challenging to detect.
- Created **dashboard applications** that allowed application owners to track the status of all of their certificates
- Developed skills for working with large teams alongside industry professional programmers in an agile environment.

MICROSOFT PARTNERSHIP PROGRAM CONTRACTOR– NITRIC CONCEPTS

11/2018 – 08/2021

- Worked on the interactive level, such as developing enemies, loot, and so on – Programmed in MCFunctions.
- Created background systems such as the quest, gameplay loops, and other utilities the player would require
- Laid out curated digital game playgrounds through blocking out and 3d modeling tools.

DEVELOPING MAPS/GAMES – MOJANG AND YOUTUBERS (GAMES ENGAGED BY THOUSANDS OF PLAYERS)

12/2017 – 11/2020

- **Plan and Layout** an intriguing gameplay loop that I could execute based on the client's concept.
- **Develop systems for the game** to be playable and interesting for viewers to watch.
- **Play tested and iterated** games so they were complete and captivating.
- Worked alongside the Mojang Product Team or the Youtubers Managers to ensure our game met standards and was entertaining to play.

ORGANIZATIONS

PRESIDENT OF MU'S GAME DESIGN CLUB

2022 – CURRENT

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

TECHNICAL ABILITIES

Scripting and Creation Tools:

SvelteKit, React, Unreal Engine, MS Visual Studio/VS Code, Notch, Unity, Blender, TouchDesigner

Programming Languages:

C++, Java, C#, Python, R, JavaScript, HTML/CSS, Lua, SQL/Databases

INTERESTS

Competitive Rock Climbing, Esports Club, Generative Digital Art, Hackathons