



KYLE GIAMMARCO

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<https://kyle.giammar.co>

Education

Bachelor of Science (First Class Standing)¹

Game Programming

2020

Brock University.

Courses that mix computer science studies with game studies. Working extensively with programming languages C#, Java, Python, C++ in both GUI, TUI and library applications. As well as extensive work within game engines, Unity, Godot, GameMaker and Unreal Engine, programming logic and shader development. Working with small and large groups, as well as solo projects.

Advanced Diploma

Game Design

2020

Niagara College.

Courses that studies all aspects of game creation, from 3D modeling, to shaders and game engine creation. Using 3ds Max, Maya, Photoshop, Premiere, Aftereffects, Unity. With C#, SQL, C++ and Hlsl and Glsl. Working on game creation, both solo and groups, from large to small, with planning for preproduction and production.

Highschool Diploma

2012

E. L. Crossley

Experience

Languages

C#	8 years	Python	6 years	Go	Less than 1 year
Java	10 years	C	3 years	Rust	Less than 1 year
C++	4 years	SQL	3 years		

¹ 80% or higher average

Game Engines

Unity	4 years	Unreal Engine	2 years	GameMaker	3 years
Godot	1 years				

Tools

Visual Studio	Git	Sublime Text	Maya	Substance Painter
Jetbrains IDE	Subversion	Sublime Merge	3DS Max	Adobe CC
VS Code				

Past Games

[MiniMaze](#)

A solo development project created within Unity. Includes database work, threading, and procedural generation. A maze-based puzzle game, to solve the puzzle as fast as possible while scoring the players time out of 3 stars.

[Walk With Me](#)

A graduation year group project spanning the last 8 months of final year. My primary role was as gameplay programmer, but also included AI work, shader development and tool programming. Unfortunately, was not completed because of Covid-19 during the school year.

[Heist](#)

A third-year group project spanning 8 months of development, split evenly between pre-production and production. My role was as lead programmer, and mainly worked on gameplay mechanics, shader development, tool programming and AI creation. Was presented at Level-Up 2019 and made it to the last round of selection for gameplay award.

Past Work Experience

General Motors of Canada

Assembly Line Operator (2018-Present)

Working as a team, completing a task based on instruction.

YMCA of Niagara

Lifeguard/Swim Instructor (2011-2020)

Working as a team, instructing skills through actions and words, leadership, communication.

Participated In

Global Game Jam 2020 ([TurRepair](#))

Spooky Shapes Game Jam 2018 ([Bat](#))[[Placed First](#)]

Global Game Jam 2018 ([TeleMission: Pole Position](#))

Reference

Instructor for [IASC 4F03](#) @ Brock University

Tom Brown

Project Coordinator

Brock University | Centre for Digital Humanities | TH 269F

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