Kyle Frost Games Developer

• Leicester

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Profile

Skilled programmer with 6 years of development-focused academic experience, with strong knowledge of game engines, languages and practices- including Unity, Unreal, C# and C++. Experience working within a team as a team rep for a University 40+ commercial game cohort project; and experience working remotely using communication tools during a Covid-affected year of University. Unity and C# preference, but with experience in Unreal and C++, a good attitude to learning, strong adaptability skills and a passion for all things gaming.

Skills

Unity/C# Unreal Engine (Familiar)

Familiarity with Blueprints

C++ (Familiar)

DirectX and Custom Engines Git/Version Control

Slack/Teams/Zoom Teamwork and Collaboration

Communication Skills Remote Working

Team Leading

Education

Sep 2018 - Jul 2022

Bristol

Games Technology (BSc)

University of the West of England

- Graduated with first-class honours.
- UWE eSports Society Member
 - Competed in Valorant as Player and Coach.
 - Competed in Overwatch.

Sep 2016 - Jul 2018

Leicester

Games Development (BTEC Extended Diploma)

Leicester College

Professional Experience

Jun 2018 - Aug 2020

Website Consultant

Leicester

Midlands Fireplace & Fittings

- Upload and update products and product information using a web builder.
- Create and design webpages to categorize products.

Interests

• Competitive Gaming

• eSports Coaching

• Game Jams

• Football

• Home Cooking

* References

References and code samples available on request.