# Kyle Frost Games Developer

• Leicester

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#### 2 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# Git/Version Control Teamwork and Collaboration

Unreal Engine (Familiar)
Familiarity with Blueprints

Slack/Teams/Zoom Team Leading

Remote Working Communication Skills

C++ (Familiar)

DirectX and Custom Engines

#### **Education**

Bristol

Sep 2018 - Jul 2022

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

Games Development (BTEC Extended Diploma)

Leicester 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.