

# Kyle German

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Marple, Stockport, Greater Manchester, SK6 7NN

## About Me

I am a highly motivated and driven programmer with a strong interest in software development and solving complex technical challenges. I enjoy exploring new programming techniques and languages, working on ambitious projects that allow me to expand my skills and deepen my understanding of software development.

I am confident working in OOP languages, with experience across multiple languages such as C#, Java and Python. I particularly enjoy building efficient systems, developing practical tools, and writing clean, secure and maintainable code that helps support and maintain high quality project outcomes.

Alongside my technical background, I have experience of taking responsibility for coordinating teams, troubleshooting operational issues, and maintaining systems within a dynamic high-pressure environment. I am eager to continue learning and improving my technical ability and looking for programming role where I can contribute to real-world projects while continuing to grow technically.

## Education

### BSc (hons) Games Development

SEP 2021 – JULY 2025

University of Salford

- Final Grade: 2:1 – 69.75%

### L3 Ext Diploma Creative Media (BTEC)

SEP 2013 – May 2015

Stockport College

- Final Grade: Distinction Distinction Merit

### GCSE A\* - C

SEP 2008 – May 2013

Werneth High School

- 11 GCSE's A\* - C (incl. English, Maths and Science)

## Personal Development

### Introduction To Ethical Hacking

Codecademy

Completed in Feb 2026

### Create Video Games with Phaser.js

Codecademy

Completed in Feb 2026

### Learn C++

Codecademy

Completed in Jan 2026

### C++ For Programmers

Codecademy

Completed in Jan 2026

### Learn SQL

Codecademy

Completed in Jan 2026

## Project Experience

### 3D Arcade Racer (Published)

[https://store.steampowered.com/app/3612980/Grease\\_Monkey\\_Grand\\_Prix/](https://store.steampowered.com/app/3612980/Grease_Monkey_Grand_Prix/)

- Implemented core game logic, player controller, and physics-based movement using the Unity API.
- Developed custom AI navigation for computer-controlled opponents, creating challenging gameplay.
- Built in-engine tools to simplify object placement and track creation, automating repetitive tasks and improving workflow efficiency.
- Lead on building back-end systems such as save data, data structuring (leaderboards), and core game logic such as game state.
- Integrated player statistics tracking to enhance game progression and replayability.
- Technologies used: C#, Unity Engine, Visual Studio, GitHub and Raycasting.

## Pathfinding System Experiment (Prototype)

- Developed a custom pathfinding system that dynamically navigates toward a target without using Unity's NavMesh.
- Implemented node-based navigation using custom data structures to manage movement logic.
- Optimized the algorithm for faster performance and more efficient calculations.
- Designed a tile map generation system using principles inspired by Wave Function Collapse, creating road networks for pathfinding.
- Technologies used: C#, Unity Engine, Visual Studio, algorithm optimization, custom data structures

## Technical Skills

### Game Development

- Unity Engine
- Gameplay Programming
- Physics & Collision
- AI Behavior Systems
- UI Systems
- Path Finding Algorithms (A\*)

### Software Development

- Object-Oriented Programming
- Data Structures & Algorithms
- Debugging, Optimization & Profiling
- WPF/XAML
- Behavior systems

### Programming Languages

- C#
- C++
- Java
- HTML
- CSS
- Python
- JavaScript
- .NET
- SQL

### Tools

- Tool Development
- Git / GitHub
- Visual Studio
- Agile Development
- Test Driven Development
- Jetbrains Rider
- Adobe Photoshop and Illustrator
- XLM

## Work History

### Shift Manager

#### McDonald's, Hazel Grove | May 2017 – Present

- Lead and coordinate teams of 40+ staff in a fast-paced environment.
- Ensure consistent delivery of accurate, high-quality service by managing workflow, prioritising tasks, and maintaining operational standards.
- Thrive under pressure in a dynamic setting, applying problem-solving and adaptability to resolve issues quickly and keep operations running smoothly.
- Taking ownership of business-critical systems and processes, driving improvements through structured action planning, staff retraining, and performance monitoring.
- Maintain a strong focus on safety, responsibility, and attention to detail, ensuring compliance with workplace and food safety regulations.

### Planned Daily Maintenance Technician

#### McDonald's, Hazel Grove | Sep 2023 – Present

- Perform routine maintenance and troubleshooting of store equipment.
- Coordinate repairs with third-party contractors.
- Independently research new procedures and best practices to improve efficiency and quality of maintenance work.
- Manage calibration schedules and ensure equipment operates reliably.
- Develop broad familiarity with a wide range of equipment, strengthening confidence in working with complex operational systems.