

## Kyle Lynn

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**In progress: BS in Computer Science with a Communication Design minor | CSU Monterey Bay**

*Expected: Fall 2025*

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## EDUCATION

**AA in General Studies - Communication and Analytical Thinking | Monterey Peninsula College, Monterey CA** *Spring 2023*

Relevant coursework: Intro to Engineering, Intro to Python, Intermediate Java with Data Structures, Intro to Web Development, Discrete Math and Computer Architecture, Physics and Calculus, Rapid Prototyping and 3D Modeling and Sculpture

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## PROFESSIONAL EXPERIENCE

**Graphics Programming TA | California State University Monterey Bay**

*2025 - Present*

- Graded students JavaScript and WebGL work, provided meaningful feedback and guidance
- Hosted regular office hours and gave presentations on technical and mathematical topics

**3D Printing Technician (Summers) | Monterey Peninsula College, Monterey CA**

*2019 - 2022*

- Assisted engineering students with MATLAB coding, electronic soldering, 3D modeling with Autodesk TinkerCAD
- Tested students' 3D printed designs and gave meaningful feedback

**Retail Associate and Keyholder | Thinker Toys, Carmel-by-the-Sea**

*2017 - Present*

- Responsible for maintaining inventory, entrusted with monetary transactions and upkeep daily
- Responsible for learning each product and personalizing sales approach for each customer's needs
- Assisted in the complete renovation of the store
- Designed and 3D printed custom decorations for the store during holidays

**Freelance Artist and Game Developer | Various Clients**

*2017 - Present*

- Crafted 3D printed models and casted rubber molds with their personalized logo for a local entrepreneur
- Sold commissioned paintings and sculptures using 3D prints and resin casting
- Worked in a small team creating 2D art assets for educational video games

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## SKILLS

- **Programming:** Java, C#, JavaScript, C++, Python, MATLAB, ARDUINO languages. Software troubleshooting
- **CAD/Modeling:** AutoCAD, Fusion 360, Blender, Autodesk Inventor, Maya
- **Other computer skills:** Digital art with Illustrator and Photoshop, basic web design with HTML/CSS
- **Foreign Languages:** Limited working proficiency in Spanish and Japanese languages

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## MEMBERSHIPS/AFFILIATIONS

**CSUMB Game Dev Club - Secretary**

*2023 - 2024*

- Hosted game jams and group projects, planned events, co-lead meetings, organized general club activities

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## CAMPUS/PERSONAL PROJECTS

**Game Development**

*2018 - Present*

- Developed a range of personal and team-based game projects, using Unity, Godot, and the OHRPGCE engines.
- Proficient in scripting with C#, GDScript. Adept at combining technical and artistic skills to design engaging experiences.
- Used javascript and WebGL/GLSL to make shaders. Used Blender and Maya to make environment and character models.
- Experience making educational games and non-violent experimental projects, particularly with retro/pixel art aesthetics.
- Skilled in using GitHub for task tracking and collaborative development, with experience using Agile methodology.