

Kyle Lynn

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

Expected: Fall 2025

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

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

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

MEMBERSHIPS/AFFILIATIONS

CSUMB Game Dev Club - Secretary

2023 - 2024

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

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.