Kyle Neubarth

Software Engineer | Game Systems Engineer

Boulder, CO
(650) 686-0616
kylemakegames@gmail.com
kyleneubarth.neocities.org

SKILLS

C++ C#, Unity, Unreal Engine 4 & 5, Git, Unreal Blueprints, Figma, Steamworks

Visual Studio, Jetbrains Rider, MQTT, TCP, Clickup, GameAnalytics, Ubuntu

EXPERIENCE

Software Engineer — *Bolder Games*

Sept 2022 - PRESENT

- **Assisted in contract projects for Operative Games, including internal VR work and their upcoming game "The Operative".** Developed in Unity for the Meta Quest and managed Unreal facial animation for The Operative.
- **Co-lead the development and shipping of our flagship Unreal Engine run-and-gun platformer "Virballs".** Responsible for designing and balancing various gameplay systems including collectibles, level generation, and an arena challenge gamemode. Created the procedural hexgrid system that levels are built on. Wrote dialogue and achievement systems compatible with future localization and porting efforts. Wrote robust Unreal Editor tooling for our level creation workflow and maintained a wiki of commands and guides for QA. Coordinated QA effort and closed 200+ tickets during development. Worked with our composer to implement dynamic layered audio for bosses, abilities, and enemies.
- **Built user interfaces and architected systems for "Nexus", an animation and lip sync plugin for Unity and Unreal Engine focused on character performances.** Developed our Performance Editor, a GarageBand-esque interface that had versions both in Unity, Unreal, and as a standalone app. Wrote internal lip sync systems for the Unreal side, maintained documentation and provided support for clients using the tool. Created systems for automated Unit Tests and Integration Tests for the plugin using GitLab runners, and integrated them into our development cycle.
- **Ran and maintained our local GitLab server.** Onboarded new users, automated backups and maintenance tasks, maximized uptime for our 500+ GB of projects.
- **Developed other prototypes and projects in Unity and Unreal Engine.** Developed an asymmetric networked dungeon crawler using Unreal's Online Subsystem and created a grid-based dungeon designer.

Software Engineer — *NIST*

April 2020 - January 2022

- **Primary developer on "ARTV", an AR Unity application for the Magic Leap designed to visualize teams of firefighters in large buildings.** Made HLSL shaders and used the Unity HRDP pipeline to visualize massive datasets on low end hardware. Created a companion android app using Android Studio and MQTT to transmit user location to the AR app. Iterated on successive wireframes and UI prototypes for both apps using Figma to improve user experience.
- Collaborator on Android project to use April Tags to track the geoposition of mobile devices in GPS denied spaces.

EDUCATION

Bachelor of Computer Science — *University of Colorado Boulder*

2017-2021, Boulder, CO