

Kyle Swensson

Major: Computer Science, Year 4

Website: Swensson.xyz

GitHub: github.com/kyleswensson

Email: Kyle.Swensson@gmail.com

Phone: (604)-704-8916

Education

Bachelor of Science in Computer Science
University of British Columbia, Vancouver, BC
GPA: 78.4%
Expected Graduation: May 2020

September 2014 - Current

Technical Skills

Programming:

- Proficient with Java, C#, C, and ActionScript 3
- Familiar with C++, Ruby, Visual Basic, and Assembly

Web:

- Proficient with HTML, CSS, and JavaScript, AngularJS, and jQuery

Tools:

- Proficient with Git, Bash, Slack, JIRA, Trello, Unity, Vim, and Unix-based operating systems

Soft Skills:

- Familiar with UX and UI design principles, Agile & Scrum methodologies, and the basics of AI
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Work Experience

Tasktop Technologies - Junior Software Engineer

January 2017 - September 2017

- Developed features and resolved defects in front-end and back-end of a RESTful web application
 - Worked extensively with Javascript & AngularJS on the front-end
 - Worked extensively with Java on the back-end
 - Worked with a variety of other technologies, including File I/O with Java using JSON, Scripting with Bash & Shell files, SQL, WiX (The Windows installer XML), and Keycloak
 - Participated in an agile work environment with daily standups and a Kanban board
 - Participated in an extensive code review system, both receiving reviews and reviewing others' code
 - Developed the majority of many project features, including an interface to save & upload a security certificate, and a multi-step modal interface to upload and import data from a JSON file
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Technical Projects

Portfolio webpage (Personal)

April 2016 - May 2016

- Website designed to be elegant and simple to navigate, highlighting all important information
- Created using HTML, CSS and JavaScript, using jQuery
- Implemented animations in CSS and JavaScript to make the page responsive

Java Platformer (Personal)

October 2015 - Present

- Platformer game with procedurally generated, winding dungeon levels and a variety of enemies & bosses
- Developed independently in Java using the LibGDX game library
- Designed complex procedural dungeon generation to create variety on every playthrough
- Developed AI for enemies to overcome obstacles, as well as chase, and shoot at the player
- Implemented platforming physics & collision detection without the use of a premade physics engine

The Puppet Master (Personal)

May 2016 - October 2016

- Top-down puzzle game for PC & Mac
- Developed with a team of 12 at UBC in Unity using C#
- Developed and tested in a scrum environment, had weekly sprints to recap progress and set goals
- Worked as a QA tester & Debugger, investigating & fixing issues that arose in development
- Released on for free on Steam with over 3,000 downloads

Jewel Matching (Personal)**October 2014**

- Match-three game for PC with click and drag controls to swap gems, similar to Candy Crush
- Developed independently in C# using the Microsoft XNA game Library
- Implemented animations to smoothly transition between old and new board states
- Designed and developed click and drag controls for swapping jewels

ActionScript Projects (Personal)**September 2013 - June 2013**

- Group of small games developed using Adobe Flash and ActionScript 3.0 used to explore game design
- Collaborated with freelance audio developers to create fitting music for the games
- Implemented procedural generation, basic AI, and saving user data for long term use
- Two of these games published on Kongregate

Insight UBC (Academic)**September 2016 – December 2016**

- Web application designed to book rooms for a set of classes for a given term, given the classes & rooms available for booking
- Enabled the application to send REST queries to UBC's course & room databases to fetch all of the currently occurring courses
- Designed a usable and aesthetic interface for the service

Mind the Gap (Academic)**October 2015 - November 2015**

- App designed to allow subway users in London to find their closest station and arrival times
- Developed using Java as a class project
- Developed a parser for JSON files provided by Transport for London to find stations and arrival times
- Created UI for the app to provide users with an easy, intuitive experience

Hackathons**Pac-Maps - Android App (NWHacks)****February 2016**

- Android app designed to make running more exciting and engaging
- Move your character by moving in real life, trying to collect pellets and escape ghosts
- Made in 24 hours using Java in Android Studio with a team of 4
- Used Google Maps API to display a local map with pellets, ghosts, and an icon at the player's location
- Implemented player tracking, AI, and hit detection for ghosts and pellets
- View on Devpost: <http://devpost.com/software/nwhacks-7bm80y>

Mahuizo (Global Game Jam Vancouver)**January 2016**

- A PC game where you run around a shopping mall trying to collect bystanders to sacrifice, avoid police
- Made in 48 hours in Unity using C#
- Implemented procedurally generated levels and sound design
- Helped organize a team of 8 in order to fully complete the game despite time constraints
- Helped solve numerous merge conflicts in Git with SourceTree
- View on Global Game Jam's Website: <http://globalgamejam.org/2016/games/mahuizo>

Volunteer Experience**AMS Game Development Association - Events Coordinator****November 2016 – May 2017**

- Was part of a team to coordinate events for a UBC club with ~100 members
- Helped organize weekly meetups for game development teams, and workshops with industry professionals

Games for Kids - Developer**September 2012 - June 2014**

- Part of a project in high-school where educational games were created yearly and provided to elementary schoolers to aid them in learning school subjects in an engaging manner
- Went to elementary schools to show games to kids and receive feedback for future improvements