# Kyle Tiley    Game Designer and Developer    [kylestiley@gmail.com](mailto:kylestiley@gmail.com)

Passionate about video games, and the technical and creative disciplines surrounding them. From game design and storytelling to software development and player experience, along with everything in between, I love exploring all aspects of why we are enthralled by video games.

## Experience

**Fifth Dimension Technologies (5DT)**                    **01/2024 - Present**
Software and Simulator Developer
- Developed vehicle entities for mining and construction training simulation software.
- Participated in multiple rounds of quality assurance testing pre-delivery, and client feedback support post-delivery, to ensure the highest quality simulators.
- Designed and co-implemented a new software development training program.

**Mental Checkpoint YouTube Channel**                    **09/2022 - 11/2022**
Script Writer (Contract)
- Commissioned to co-write a YouTube video script relating to game design theory.

## Education

**Vega School Pretoria**                    **01/2021 - 12/2023**
IIE Bachelor of Computer Information Systems in Game Design and Development
- Graduated Cum Laude, receiving the *Pencil Award* for top student in the BCIS Faculty.

## Achievements

**SA Game Jam 2024**                    Winner of the Best Hobbyist and Best Narrative categories.

**Vega Pretoria Custom Jam 2023**                    Winner of the Best Overall Game category.

**The Campus Game Jam 2022**                    Winner of the Best Educational Game category.

## Skills

**Programming Languages**                    **Software and Source Control**

| • C# | • GDScript | • C++ | • Unity | • Godot | • Aseprite |
| • Lua | • GLSL | • HLSL | • Linux | • Git | • SVN |