

Kyle Tiley

Game Designer and Developer

kylestiley@gmail.com

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Incessantly passionate about all things video games:
Playing, making, watching, thinking and talking about them.

Experience

Fifth Dimension Technologies (5DT)

Jan 2024 - Present

Software Developer

- Developed vehicle entities and training scenarios for mining and construction simulation software in NI-VR and VR.
- Executed master test plans and wrote test reports from customer feedback during post-delivery product support.
- Designed and currently co-implementing a new software and simulator development training program.

Script Writer (Contract)

Sep 2022 - Oct 2022

Script WriterMental Checkpoint YouTube Channel

- Commissioned to co-write a YouTube video script relating to game design theory.
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Education

IIE BCIS in Game Design and Development

2021 - 2023

Vega School Pretoria

- Graduated Cum Laude, receiving the *Pencil Award* for top student in the BCIS Faculty.
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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

- C#
- GDScript
- C++
- Lua
- GLSL
- HLSL

Software and Source Control

- Unity
- Godot
- Aseprite
- Linux
- Git
- SVN