**Ronald K. Butler**

  El Paso, TX | (915) 373-5569 | rkylebutler@gmail.com | linkedin.com/in/r-kyle-butler

**Professional Summary**

Experienced programmer, trained in video game development and experienced in web development. I have worked on many different projects from games and simulations, to web programming and server engineering, and am used to working in Agile environments with game engines including Unity3D and Unreal, as well as other supporting services like GameSparks SaaS (now part of AWS) and Microsoft SQL Server. I am a quick learner and have gathered many skills over my career. I am continuing to learn and apply new found knowledge on future projects.

**Skills**

| * C#, C++, C * XML, SQL * Game Development * Game Networking | * Multiplayer Game Design * Software Quality Assurance * Source Control * Agile Dev, SCRUM | * Unity Game Engine * Unreal Game Engine * Microsoft SQL Server * GIMP 2, Blender |
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**Work History**

11/2020 – 08/2023: Raytheon – El Paso, TX

**Senior Software Engineer**

* Developed, tested, and documented PATRIOT multiplayer scenarios for the US Army. Tasking included updating code structure to accommodate multiple players, adding networking infrastructure, and restructuring software architecture for future expansion.

09/2019 – 11/2020: Raytheon – El Paso TX

**Support S. Member, Technical Staff**

* Developed, updated, and expanded Interactive Narrative Training Software including improving developer workflow by improving remote asset loading into Unity.
* Developed program to expedite the creation and modification of training materials for the FAA STARS program. Development included reverse engineering parsers, automating Word document creation, maintaining databases, and providing data to users through use of web-based applications.
* Developed interactive 3D multiplayer training software. Created new scenarios according to customer specifications, debugged and ensured quality for the end users.

02/2017 – 02/2018: EON Sports VR - El Paso TX (Remote)

**Contract Programmer**

* Implemented solutions to assist the development and testing teams with debugging systems within the software. Implemented scripts to enhance user experience. Worked with cross-functional design teams to create software solutions that improved overall functionality and performance.

08/2014 – 03/2015: My GO Games Austin TX

**Intern to Contract Programmer**

* Implemented backend server solutions using GameSparks-backend server service.
* Created a new minigame for an existing app. Implemented gameplay, AI, scoring and animations.

**Education**

| 02/2014: DeVry University, Austin TX **– Bachelor of Science**: **Game and Simulation Programming** |
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