Kyle Walker

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**Portfolio:** [**http://www.coroflot.com/kylewalker\_BingeCreation**](http://www.coroflot.com/kylewalker_BingeCreation)

# Skills

**Video Game Designer with roughly 2 years of training and experience.** Have been self-taught and seasoned in nearly every step of game development: From the actual designing of the game (from paper / documents) to bringing those designs to life in an engine. I also teach in a Game Development class, as well as leading a team of developers into a National Game Development competition and coming 3rd place amongst 30 other teams.

* Good Communication skills
* Capable of nearly any role in the team (Other than modeling and animation)
* Can either lead or follow or even work solo, and do it well
* Roughly 4 years of “unofficial learning” (self-teaching), and 2 years of teaching
* Capable of writing detailed Game Design Documents, as well as Technical Design Documents and Level Design Documents
* Capable of basic and advanced scripting in Unreal Engine
* Fast and adaptable learner!

# Experience

## MONTH 20XX - PRESENT

### San Jacinto College, South *- Student Mentor*

* Co-operate with Professor to create lesson plans
* Act as a leader for a large group of students, teaching Game Design and Game Programming
* Be able to communicate clearly, be approachable and personable
* Be knowledgeable and capable of assisting any student at any time.

# Awards

Skills USA Contestant: 1st place State Level; 3rd place National Level