

Kyle Herman

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Profile

Detail-oriented game development and tech support professional with experience in interactive media design, programming, and digital storytelling. Adept at combining technical and artistic skills to create engaging user experiences. Strong collaborator with leadership experience in game development, projects and tech repair.

Skills

C# • Unity • Unreal Engine • HTML • CSS • JavaScript • Adobe Creative Suite • Game Asset Design • Animation • Interactive Narrative Design

Education

Boise State University — B.A. in Gaming Interactive Media and Mobile Design

2023 – Present

Projects

Individual Game Development Project (Sept – Nov 2023)

Designed, illustrated, and animated original game assets. Programmed core mechanics in C# using Unity, including physics and gameplay interactions. Built a full playable level with objectives and thematic consistency.

Interactive Quantum Mechanics Comic (Feb – Apr 2024)

Collaborated on a superhero-themed interactive comic that educates users about quantum mechanics. Contributed to storyline development, user interface flow, and consistent visual styling. Implemented scientific ideas into gameplay mechanics.

Mobile Data Narrative Website (Sept – Dec 2024)

Created a mobile-responsive data visualization website using HTML, CSS, and JavaScript. Designed an interactive interface showcasing haunted locations across the U.S., with filtering, map interaction, and timeline features.

Experience

Geek Squad, Boise, ID — Advanced Repair Agent / Shift Lead (Dec 2021 – Present)

Diagnose and repair hardware/software issues across consumer electronics. Train and supervise junior agents. Recognized for excellent customer support and leadership on technical solutions.

Best Buy, Boise, ID — Microsoft Certified Advisor (Aug 2018 – Dec 2021)

Assisted customers with Microsoft product setup and troubleshooting. Provided knowledgeable sales support, leading to improved client satisfaction and loyalty.