

Kyle Bush

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EDUCATION

Pursuing a Bachelor of Computer Science with a minor in Game Design

Michigan State University Honors College, East Lansing, MI
Cumulative GPA: 3.6612

August 2014 - May 2018

COMPLETED PROJECTS

Software:

RailBuilder: The Great Race to Promontory

- Project page: <http://www.capstone.cse.msu.edu/2017-08/projects/union-pacific/>
- Project video: <http://www.capstone.cse.msu.edu/2017-08/projects/union-pacific/project-video.mp4>
- In this project, I wrote algorithms that...
 - ...populate the terrain with various assets based on parameters such as Land Classification data and a user-input asset density value
 - ...texture the terrain differently based on Land Classification data
 - ...blend the textures between areas of different Land Classifications
 - ...smooth the terrain elevation in order to look more realistic

Sound Design & Audio Programming:

Portfolio: bushkyle.github.io

RELEVANT COURSEWORK

CSE 498 Collaborative Design	4.0
CSE 477 Web App Architecture & Development	4.0
CSE 410 Operating Systems	3.5
CSE 335 Software Design	4.0
CSE 260 Discrete Structures in Computer Science	4.0
MI 349 Web Design and Development	4.0

WORK EXPERIENCE

Audio Designer & Composer

Games for Entertainment and Learning Lab - East Lansing, MI

May 2017 - present

gel.msu.edu

- Programmed audio systems
- Composed original soundtracks
- Created and edited sound effects
- Mixed audio levels to provide a cohesive user experience