

Kyle Bush

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EDUCATION

Bachelor of Computer Science with a minor in Game Design August 2014 - May 2018
Michigan State University, East Lansing, MI
Cumulative GPA: 3.6612

WORK EXPERIENCE

Composer, Audio Designer, & Programmer May 2017 - present
Will Winn Games - East Lansing, MI willwinn.games

- Composed an original soundtrack for Plunder Panic, available for listening on all major music streaming platforms
- Created and implemented sound effects
- Handled all audio mixing
- Programmed various features, optimizations, and bug fixes in the Unity game engine using C#
- Ported to Microsoft's current- and previous-generation Xbox platforms and Nintendo's Switch platform. This includes utilizing platform-specific APIs, developing native C++ plugins, testing and troubleshooting on development hardware, and publishing

Software Developer May 2018 - February 2021
Auto-Owners Insurance - East Lansing, MI

- Developed features for and maintained a web application for independent agents to use in order to create insurance policies
- Utilized SQL, HTML/CSS, and Pega
- Main developer on a UI-modernization project, where we worked with an agile workflow

Audio Designer & Composer May 2017 - May 2018
Games for Entertainment and Learning Lab - East Lansing, MI gel.msu.edu

- Composed original soundtracks
- Created and implemented sound effects
- Handled all audio mixing
- Programmed audio systems for the Unity game engine using C#