***Kyle Pickering*** 20540 Leonard Rd, Saratoga, CA 95070

kyle\_pickering@yahoo.com

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| --- | --- |
| ***Software Developer*** | linkedin.com/pub/kyle-pickering/42/259/b62 |

(702) 703-4696

**Skills**

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| --- | --- | --- | --- | --- |
| * C++ | * Python | * CMake | * OpenGL | * Git |
| * C | * C# | * Perforce | * DirectX | * Agile |  |

**Work Experience**

Intel, Hillsboro, OR April 2012 to October 2013

***Software Validation Engineer***

* Experience with agile development, including user stories, story points, burndown charts, backlogs, scrum teams, stand-ups, and defects
* Designed and developed a universal metrics testing infrastructure, incorporating multiple test samples and multiple methods of testing against said samples
* Implemented new build components in python within a componentized build system to increase test coverage
* Halved product build speed by restructuring dependencies
* Triaged both build failures and test failures
* Implemented many tests with gtest in C++ and with nunit in C#

DeVry Senior Project "Hydra", Fremont, CA June 2011 to October 2011

***Lead Programmer***

* Led a small team in the creation of our senior project “Hydra”, a 3D game similar to Blizzard’s Diablo Franchise
* Architected and developed the isometric 3D game engine in C++ using the DirectX API
* Awarded the “Best Presentation”, “Technical Merit”, and “Best Project Planning and Team Dynamics” awards for our efforts on the project

GenPlay Games, San Jose, CA November 2010 to April 2011

***Game Programmer Intern***

* Programmed features on a small team for the casual 2D card game “TriPeaks Solitaire”
* Maintained the codebase as the sole programmer on the project during my internship
* Learned “TorqueScript”, the game’s scripting language, on-the-fly

**Side Projects**

* Developed many ongoing applications involving updating and drawing objects over changes in time, using DirectX and OpenGL
* Developed Vertex, Pixel, and Fragment Shaders in DirectX and OpenGL
* Engineered cross platform code (Visual Studio 2012, XCode with Clang, Ubuntu with Unix Makefiles) using CMake
* Comfortable in Windows and Linux environments

Architected a graphical engine using DirectX for a Senior Project

**Education**

DeVry University, Fremont, CA Graduated: 2011

*B.S., Game and Simulation Programming*