Kyle Illana

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Education

Humber Collage   Etobicoke, ON

Game Programming Advanced Diploma.

Graduated May 2021 with a 3.0 GPA.

Relevant Coursework:

- Programming fundamentals in C++, C#, and Python.
- Game Design and UX.
- Graphics and Animation under Unity and Unreal Engine.
- Team Collaboration and Project Management.

Professional Experience

Algorithmics Inc   Brampton, ON
Coding Teacher and Key Holder   April 2024 – Present

- Designed and delivered engaging programming lessons using Roblox Studio for children aged 8-12, introducing them to game development concepts and Lua scripting.
- Guided students in creating and publishing their own Roblox games, ensuring the application of coding fundamentals like loops, functions, and event handling.
- Taught Unity game development to high school students ages 14-18, focusing on C# scripting, 3D modeling, and the fundamentals of game design.
- Provided in-depth guidance on debugging, optimization, and game publishing, preparing students for advanced development opportunities.
- Maintained a safe classroom environment and computer software kept up to date for maximized efficiency and up to date learning experience.

Canadian Tire   Brampton, ON
Lead Promotions Sales Associate and Key Holder   March 2022 – December 2024

- Supervised daily operations and led a team of associates to achieve sales goals, ensuring excellent customer service and efficient store performance.
- Coordinated with management to implement promotions, pricing strategies, and product placements aligned with company objectives.
- Trained and mentored team members on sales techniques, product knowledge, and merchandising standards to enhance performance and maintain consistency.
- Ensured compliance with safety and quality standards during handling and stocking of bulk items.

Leadership and Activities

Online Game Jams
Lead Game Designer and Programmer   2019 - 2024

- Collaborated with programmers, artists and designers to work as a team to develop games in a certain time frame.
- Overcoming challenges such as executing game ideas, debugging, playtesting, work distribution, and time management.
- Operated as lead designer, executing stunning game projects with mechanics composed of every team member input whilst pushing the games depth by drawing every member's potential.
- Executed programming tasks such as player movement, AI programming, level selection, and UI.

C++ Game Engine   2019 - 2021

- A 3-year academic project that implements learning material from multiple classes throughout the semesters. Classes include data structures, physics, matrices, API extraction, and game design.
- Initially made from scratch showcasing fundamental game engine components such as a screen, game objects, physics, controller input, and sound.
- API can be dynamically switched between OpenGL and Vulkan with compatible shading language and pipelines to prevent compromises on performance.

Zombie Shooter Project   2024 - Present

- A 3D top-down zombie shooter game project with the learning goal of replayability using roguelike elements and map generation using the wave function collapse method.
- Project is expected to be shipped onto Itch.IO or Steam.

Core Competencies & Interests

Technical Skills: C#, C++, C, HTML5, Visual Basic, Unity Engine, Unity Editor Tools, Unreal Engine, GIT, GitHub, Click Up, Trello, Miro Board, Microsoft Office, Photoshop.
Personal Skills: Team Oriented, Debugging, Communication, Analyzation, Generating Ideas, Statistics, Resourceful
Language: Fluent in English, intermediate in French, Japanese, and Tagalog.
Interests: Coding Concept Videos, Game Design Theories, Video Games, Technology, Anime, Rock Climbing.