

KYLE BRIDBURG

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EDUCATION

BS in Computer Science and Engineering

Class of 2018

Massachusetts Institute of Technology, GPA: 4.1/5.0

SKILLS AND INTERESTS

Skills	Unity, Game Design, Game Balance, JavaScript, C#, C++, Java, HTML/CSS, Python
Activities	Game Design Club, League of Legends Club, MIT EMS, Phi Kappa Theta
Coursework	Advanced Game Studio, Creating Video Games, Elements of Software Construction Computer Graphics, Intro to Game Design

PROJECTS

Mythical Munchsters

Present

- Working in a group of 3 to develop a game combining classic tower defense tropes with permadeath and allowing players to sacrifice tower health to become stronger.
- Gameplay involves placing and manipulating towers to stave off waves of enemies.
- Personal role is to manage and develop game balance, level design, and codebase.

In Memoriam

March - April 2017

- Worked in a group of 7 to develop a Horror Point and Click Adventure Game over a month.
- Game focused on a doctor slowly experiencing his own insanity through flashbacks.
- Developed a system for managing item states, reactions and interactions.

Relax :)

May - October 2016

- Project in Unity3D, solo designed and developed everything from game concept to current state.
- Developed a perlin noise based procedural land generation system using threading.
- Scripted a functioning, auto focusing third person camera in order to reduce cognitive load on the player.

Non-Dominant Disaster

Spring 2016

- Worked with a team of four to create a boardgame utilizing an underrepresented skill in that game space, namely multitasking.
- Game revolved around competing in various minigames in order to gain territory on the main board. All minigames revolved around multitasking.

WORK EXPERIENCE

Software Engineering Intern for Rev.com

June - August 2017

- Developed and shipped real time full text search feature for a website with thousands of users.
- Created a process to automatically sync and handle version control of documents in search database.
- Designed an efficient process for transferring and reformatting large amounts of data.

Software Engineering Consultant for The MBA Exchange

January 2017

- Full stack development with another engineer to create a data storage platform for a small company based in Boston.
- Worked with non tech-savvy business to develop realistic schedule and meet project deadlines.