

Kyle Reese

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WORK EXPERIENCE

Naval Undersea Warfare Center Division Newport (NUWC), Newport, RI Jul '20 - Sep '21

- Co-ran a tabletop wargame of four teams of officers and engineers
- Provided weekly analysis on moves from each team and how their actions would impact the game
- Wrote documentation to inform senior officers about the processes and results of the game

PROJECTS

Unweighted, GMTK Game Jam '22 Submission Jul '22

- Developed an isometric puzzle game in Godot with a team of three
- Programmed player movement with respect to the tile map
- Designed puzzles and managed their order presented to the player
- Implemented end of level UI and level transitions

Advanced Gunsuit: Technowars, GMTK Game Jam '21 Submission Jun '21, Mar - May '22

- Developed a 2D platform shooter in Godot with a team of four
- Designed core mechanic linking together character attributes
- Programmed base player controller and UI functionality
- Refactored player states into a transferable resource available between levels

Godot Jump, Personal Project Jan - Mar '22

- Developed a 2D infinite platformer in Godot on a team of two
- Designed level chunks and a system to change their generation based on player skill
- Implemented scrolling parallax background, background music, and sound effects

Simple Shooter, WPI Dec '19

- Created AI behaviors using Lua in the Love2D framework to play against in a top down shooter

The Caverns Below, WPI, ProcJam '19 Submission Nov '19

- Prototyped a platformer in a team of two using Game Maker: Studio
- Randomly generated full levels out of authored level chunks using a Markov Chain
- Procedurally generated the character's jump height, speed, and gravity properties for each life

SKILLS

Programming: GDScript, C#, Python, C++, Lua, Java, HTML/CSS, C, MATLAB

Engines/Frameworks: Godot, Unity, Love2D, Game Maker: Studio

Software: GitHub, Advanced Excel, Autodesk Inventor, Solidworks

AWARDS

WPI Design Innovation FIRST Robotics Scholarship, WPI Aug '16 - May '20

EDUCATION

Worcester Polytechnic Institute (WPI)

Bachelor of Science; Computer Science and Robotics Engineering May '20

LEADERSHIP

Sigma Pi Gamma-Iota, Justice Board Member Dec '16 - Present

WPI Jazz Groups, Executive Board Member Sep '16 - May '20

ACTIVITIES

Simple Harmonic Motion, A Capella Sep '19 - May '20

VOX Musical Theatre Aug '19 - May '20

Rho Beta Epsilon, Robotics Honor Society Jan '18 - Present

Men's Glee Club and Festival Choir Aug '17 - May '20

WPI Bullets, Ultimate Frisbee Team Oct '16 - May '20