Kyle Reese

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WORK EXPERIENCE

Interactive Developer, Trivium Interactive, Boston, MA   Mar '23 - Present
- Developed interactive exhibits in Unity alongside a multidisciplinary team of seven to twenty people
- Connected interactives to a custom API to integrate content management systems
- Incorporated internal and client feedback to improve functionality and usability of interactives
- Wrote design documents for gameplay structure and incentive systems of a multi-interactive project
- Created custom scene management scripts to manage the user's flow through the interactives

Mission Engineer, Naval Undersea Warfare Center (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

Siege for Yourself, GMTK Game Jam '23 Submission   Jul '23 - Present
- Developing a card based tower defense game in Godot with a team of three
- Implemented core gameplay loop of playing cards then drafting more cards to get stronger
- Overhauled card placement system to better accommodate flexibility in future card designs
- Added quality of life features such as tooltips and detailed card viewers

Unweighted, GMTK Game Jam '22 Submission   Jul - Aug '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 stats into a transferable resource available between levels

Unnamed 3D Arena Shooter Project, Personal Project   Sep '22 - Present
- Developing a first person arena shooter in Godot in a team of three
- Constructed 3D test environment for gameplay testing and prototyping
- Networked game functions across multiple peer participants
- Implemented weapon and projectile functions and physics

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

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#, C++, Python, Lua, Java, C, HTML/CSS, Arduino, MATLAB
Engines/Frameworks: Godot, Unity, Unreal Engine, Love2D, Game Maker: Studio
Software: GitHub, JIRA, Advanced Excel

EDUCATION

Worcester Polytechnic Institute (WPI)
Bachelor of Science; Computer Science and Robotics Engineering   May '20