Kyle Reese

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EDUCATION
Worcester Polytechnic Institute (WPI)
Bachelor of Science; Computer Science and Robotics Engineering   GPA 3.43/4.0, May '20

SKILLS
Programming: GDScript, C#, Python, C++, Lua, Java, HTML/CSS, C, MATLAB
Engines/Frameworks: Godot, Unity, Love2D, Game Maker: Studio
Software: GitHub, Advanced Excel, Microsoft Office, Google Suite, Autodesk Inventor, Solidworks

WORK EXPERIENCE
Naval Undersea Warfare Center Division Newport (NUWC), Newport, RI   Jul '20 - Sep '21
- Adjudicated for a tabletop wargame of four multidisciplinary teams
- Provided weekly insights and 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

AWARDS
WPI Design Innovation FIRST Robotics Scholarship, WPI   Aug '16 - 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