

Kyle Johnson

Game Developer

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Work History

2019-06 - Current

Game Developer

SimutechMultimedia, Ottawa, ON

- Aided in the shipping and maintenance of various simulations. Helped in the creation of a framework designed to accelerate development.
- Optimized the Unity scenes to meet quality standards set by product development.
- Aided in the design and implementation of a point and click navigation system.
- Primarily responsible for the animations used in various simulations.

2018-12 - 2019-04

Contract Game Developer

Expired Games Inc Nova Knights, Ottawa, ON

- Responsible for designing and coding a diverse number of game systems for use in Unity.
- Worked on implementing a json based dialogue system.
- Primarily responsible for the integration of various art and animation assets.
- Architected and created a modular cutscene system.

Education

2016-09 - 2019-04

Advanced Diploma: Game Development

Algonquin College - Ottawa, ON

Skills

Languages & Software

- **Languages:** C#(WinForms , Linq) , C++, OpenGL,
- **Engines:** Unity, Unreal , GameMaker.
- **Tools:** Rider , Visual Studio(C++ , C#), Git Bash, Git Extensions, Azure Dev Tools, Slack, Microsoft Teams

Game Development Skills

- **Design Patterns:** Singleton , Decorator, ObjectPool, Menu Stack
- **Project Management:** AGILE, GDD(Game Design Document), TDD(Technical Design Document), UML