

Kyle Garcia

Game Engineer

SUMMARY

A game engineer for six years and focusing on game engine technology. Knowledgeable in different areas of development such as mobile, web, server, and game development. Graduate of Asia Pacific College AB Multimedia Arts, and Master of Science in Computer Science.

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(<https://www.linkedin.com/in/kkpgarcia/>)

Experience



Aug 2021 – *present*

Senior Software Engineer at Haptiq (<https://www.haptiq.no/>)

SUMMARY

Haptiq is pioneering virtual twin simulators for training, planning and collaboration. My primary responsibility is to deliver the best software engineer solutions to the products of Haptiq. It includes initiatives to help improve the project's architecture and help people adhere and be comfortable with it. Along with the project, one of my responsibility as one of the leads is to make sure that the production runs efficiently and everyone in the team has everything they need in the development.

Sep 2020 – Jul 2021

Senior Software Developer at Play N' Go (<https://www.playngo.com/>)

SUMMARY

As a senior software developer, my responsibility is to deliver Play N' Go products with the highest fidelity and feasibility. Along with the projects, a close collaboration with people in different practices is exercised.

Sep 2019 – Jan 2020

Senior Software Developer at Narrasoft (<https://narrasoft.com/>)

SUMMARY

NarraSoft's teams serve as an extension of our clients' operations who outsource digital solutions with excellence and quality in mind. As a Senior Software Developer, I am closely involved with clients to collaborate further to produce the right product for them.

Languages



English :

★★★☆☆

Filipino :

★★★☆☆

Jul 2018 – Jul 2019

Lead Game Developer at MOS Studio (<http://tofuheroes.mos.asia/>)

SUMMARY

Initially, I was hired as a Backend Developer. With an initiative in mind, I proposed leading the Philippines game development team instead of improving its pipeline and delivering quicker. Being the lead, I was part of the decision process in the studio. I have handled different professionals from Artists, Developers, and Business Marketing. One initiative has also helped the studio save USD 5000/month in redundant services and streamlining the production processes.

- Saved USD 5000/month in bills
- Lead a development studio to success
- Released a game earlier than the proposed timeline

Volunteer



Jan 2012 – Jan 2013

Member of the Board of Directors at International Game Developer's Association: Philippines (<https://igda.org/chapters/ph-manila/>)

SUMMARY

Manila is a chapter of the largest non-profit membership organization in the world serving all individuals who create games. The organization helps build the local game development industry by focusing on capacity building, connecting peers, and increasing awareness, not just in the Philippines, but also globally.

Education



Jun 2011 – Jan 2014

Master of Science in Computer Science from Asia Pacific College with GPA of 3.39

Jun 2011 – Jan 2014

Bachelor of Arts in Multimedia Arts from Asia Pacific College with GPA of 3.2

Awards



Nov 2014

Best Paper from Conference on Remote Sensing and Geoinformation of Environment

Skills



Game Development :

★★★

Unity C++ C# GLSL .NET

Web Development :

★★☆

HTML CSS Javascript Golang PHP
.NET Core WebGL

Mobile Development :

★★★

React Native Javascript .NET Core
Xamarin

Game Engineering :

★★★

C++ OpenGL Scripting WebGL
WebGL2

Programming Languages :

★★★

C++ C# Java JavaScript PHP
Golang C Kotlin

Software Engineering :

★★★

System Architecture
Programming Patterns Compiler Theory
Artificial Intelligence

Game Art :

★★★

Adobe Photoshop Adobe Illustrator
Blender3D Spine Animation
3D Modeling

Publications



Oct 2014

Streamlining Machine Learning in Mobile Devices for Remote Sensing

([https://en.wikipedia.org/wiki/Silicon_Valley_\(TV_series\)](https://en.wikipedia.org/wiki/Silicon_Valley_(TV_series))) by RSCy2016

SUMMARY

Created a platform that detects a virus in the samples of banana trees using OpenCV.