Corona, CA
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Kyle Turchik

Full Portfolio: ***kturchik.github.io***

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(951) 316-1112

Associate Software Engineer

Inspired and dynamic programmer with 3 years of experience in game development for PC, web, and mobile. Proven leader driven by collaboration with multidisciplinary teams. Recognized for being versatile, outgoing, creative, and meticulous. Seeking a challenging entry-level role in tools, UI, graphics, or gameplay programming.

EXPERIENCE

ARVADA LABS | *R&D Engineer* *(tiny.cc/arvadalabs)* **01/2018 – Present**

Implementing core gameplay feature prototypes using Unity for an augmented reality multiplayer card game.

- Improving performance and memory efficiency on mobile devices by profiling and optimizing code base.
- Streamlining integration of assets by acting as main coordinator between teams of artists and engineers.
- Created custom shaders to mask and project objects for seamless portal effects within the game world.

BLIZZARD ENTERTAINMENT | *Software Engineer Intern* **06/2017 – 09/2017**

Developed a rich single-page web application using WebGL with React and Node.js.

- Created a 3D rendered display of large real-time data streams from protobuf websockets.
- Solved a critical framerate issue, using object pooling and object-oriented patterns with WebGL.
- Enhanced the project by developing a keystone feature, outside the initial scope, during a hackathon.
- Implemented detailed UX design and animation specifications with Javascript and CSS.
- Collaborated directly with artists, program managers, and fellow engineers in an Agile/Scrum environment, utilizing JIRA and Confluence to coordinate tasks, Jenkins for CI/CD, and Git for code sharing and reviews.

GOOGLE APPLIED CS PROGRAM | *Student Programmer* *(g.co/appliedcsskills)* **04/2016 – 06/2016**

Created Android apps with Java and Android Studio as part of a pilot program for a select group of students.

PROJECTS & AWARDS

Augmented Realms | *Independent Team Project* **12/2017 – Present**

Developing, with Unity and C#, the world building tools, RPG gameplay mechanics, UI, and augmented reality functionality using Vuforia for a multiplayer mobile app designed to enhance tabletop RPG gaming.

inVRasion | *Independent Team Project* **09/2017 – Present**

Building, with Unity and C#, the UI, AI, player movement, and weapon mechanics for an asymmetric multiplayer virtual reality FPS game in development for HTC Vive and PlayStation VR devices.

Elemental Fury | *3RD Place Overall – BeachHacks* **04/2017**

Implemented, with Unity and C#, the client-side network using Photon Unity Networking, player controls, and spell mechanics for a multiplayer virtual reality game using networked HTC Vive devices.

Battle of the Bards | *2ND Place Overall & Best Game – HackPoly* **02/2017**

Created the UI, turn-based combat mechanics, procedural audio, and particle systems for an RPG/rhythm game, interfacing with artists and designers to execute their vision for the game and integrate custom assets.

LEADERSHIP

Student Game Developer Alliance | *Founder, Committee Chair* *(sgda.io)* **02/2017 – Present**

Founded the largest student-organized game development association in California dedicated to inspiring and facilitating game development for 200+ students from 9 universities by organizing educational events.

Cal Poly Pomona Game Design & Development Club | *President* **03/2016 – 06/2017**

Lead a new student club focused on preparing students for game industry careers, mentoring 60+ members by hosting workshops and coordinating large studio-like teams of multidisciplinary students to develop games.

TECHNICAL SKILLS

Languages: ***(3 years)*** C# ♦ C++ ♦ Java **(*1 year*)** JavaScript ♦ Python ♦ Lua ♦ HTML/CSS

Tools: Unity ♦ GIT ♦ Visual Studio ♦ Xcode ♦ Android Studio ♦ .NET ♦ WPF/WinForms ♦ OpenGL ♦ JIRA

Key Concepts: Game Development ♦ Mobile (Android/iOS) ♦ 3D Graphics/Math ♦ Memory Management ♦ Object-Oriented Programming ♦ UI Implementation ♦ Computer Networks ♦ AR/VR ♦ Agile/Scrum

EDUCATION

Bachelor of Science, Computer Science **Cum Laude** (Major GPA: 3.6)
California State Polytechnic University, Pomona, CA *(Graduation: December 2017)*