

# Kyle Turchik

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## OBJECTIVE

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To obtain a Software Engineering internship or entry-level position that will allow me to apply and further develop my critical thinking, interpersonal, and technical skills in a professional environment.

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## EDUCATION

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### **Bachelor of Science, Computer Science**

California State Polytechnic University, Pomona, CA (*expected December 2017*)

GPA: 3.56 / 4.00; Major GPA 3.70 / 4.00

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## TECHNICAL SKILLS

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**Languages:** Java (Proficient) ♦ C# (Proficient) ♦ C / C++ (Familiar) ♦ JavaScript ♦ Python ♦ HTML

**Technologies:** Unity ♦ OpenGL ♦ GIT ♦ Eclipse ♦ Visual Studio ♦ Android Studio ♦ MS Office Suite

**Key Concepts:** Object-Oriented Programming ♦ Data Structures and Algorithms ♦ Computer Graphics  
Computer Networks ♦ Symbolic Programming ♦ Discrete Mathematics ♦ UML ♦ SDLC Methodologies

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## PROJECT EXPERIENCE

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### **Team Leader, Programmer | Game Pitch Project "Land of Monsters"** *March 2016 - Present*

Spearheaded a year-long team project, leading members of my club to design and develop a full-featured 2.5D boss rush inspired video game, from the ground up, utilizing all original assets and code.

- ♦ Coordinated a team of over 20 diverse and multitalented students, applying the Agile Development model and employing Github, Trello, and Slack to coordinate tasks.
- ♦ Programmed, with teammates, the entity-component-system, character controller, animations, user interface, and multiple AI personalities and behaviors for the game using Unity and C#.
- ♦ Collaborated with designers and artists to make creative decisions and execute a shared vision.

### **Programmer | Google's Applied CS with Android Program** *April - May 2016*

Selected to participate in a pilot program that reinforces concepts from data structures and algorithms, as well as artificial intelligence, via practical app development on the Android mobile platform.

- ♦ Implemented the Ghost word-guessing game, Scarne's dice game, and an 8-piece sliding puzzle, all featuring AI opponents or heuristic solving algorithms.
- ♦ Designed and implemented a maze game, for the capstone project, that generates a randomized maze using Prim's algorithm and solves it using Dijkstra's algorithm.

### **Business Analyst, Programmer | Event Aggregator Application** *September - December 2015*

Collaborated with a team of over 40 students in my Software Engineering class to create a multi-platform application, which finds local events for users by extracting data from various websites.

- ♦ Analysed and produced UML Use Case, Activity, Object Model, and Entity-Relationship diagrams, boosting efficiency in development and streamlining communication between teams.
- ♦ Implemented DB with Parse, web services with JavaScript, and learned several website APIs.

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## LEADERSHIP EXPERIENCE

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### **President | Cal Poly Pomona Game Design and Development Club** *March 2016 - Present*

Managed and administered a new student club at Cal Poly Pomona focused on video game design and development, invigorating and revitalizing the club to successfully triple membership to 50+ students.

- ♦ Promoted a supportive, positive, and open community where everyone's ideas are valued.
- ♦ Hosted workshops on game development using Unity and mentored beginner members.
- ♦ Maintained an annual budget of approximately \$3,000 and raised over \$1,000 from fundraising.
- ♦ Organized, facilitated, and participated in Game Jams and Hackathon events, providing opportunities for members to collaborate and leading them to win awards and recognition.

### **Hearthstone Tournament Coordinator | Cal Poly Pomona eSports Club** *March 2016 - Present*