Corona, CA
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KYLE TURCHIK

Full Portfolio: kturchik.github.io

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TECHNICAL SKILLS

Languages: ***(Proficient)*** C# ♦ Java ♦ JavaScript ♦ ***(Familiar)*** C/C++ ♦ Lua ♦ Python ♦ HTML/CSS
Tools: Unity ♦ Unreal ♦ OpenGL ♦ GIT ♦ Visual Studio ♦ Eclipse ♦ React ♦ Node.js ♦ Jenkins ♦ JIRA
Skills: Game Development ♦ Data Structures & Algorithms ♦ Object-Oriented Programming ♦ Agile Development ♦ Computer Graphics ♦ Computer Networks ♦ Artificial Intelligence ♦ Linear Algebra

EXPERIENCE

Blizzard Entertainment | *Software Engineer Intern* *June – September 2017*

Developed a rich single-page web application from the ground up using React with Node.js.

- Enhanced the project by developing a new feature during a department hackathon; a responsive 3D globe visualization using WebGL that renders large amounts of live data from websockets.
- Collaborated closely with designers and program managers in an Agile/Scrum environment, employing JIRA and Confluence to coordinate tasks as well as Jenkins for continuous integration.
- Participated in code reviews and collaborated with fellow engineers using Github.

Google's Applied CS with Android Program | *Programmer* *April - June 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, with Java, various games featuring custom UI and heuristic AI opponents.
- Designed and implemented a procedurally generated maze game, for the capstone project.

PROJECTS & AWARDS

Elemental Fury | *3rd Place Overall – BeachHacks (vs. 38 competing projects)* *April 2017*

- Designed and developed a networked multiplayer VR game for the HTC Vive using Unity3D; players use hand motions to control elemental powers and defeat their opponents.

Battle of the Bards | *2nd Place Overall – HackPoly (vs. 71 competing projects)* *February 2017*

- Designed and developed a turn-based rhythm/RPG card game using Unity3D; players control a party of characters and select spells from a deck of cards which are then cast by playing music.

inVRasion | *Senior Project* *September 2016*

- Designed and developed an asymmetric multiplayer VR game for the HTC Vive using Unity3D; one VR player is a giant city destroying mech while up to 4 other players with normal controllers choose from several different class archetypes and work together to defeat the VR player.

LEADERSHIP

Student Game Developer Alliance | *Founder, Committee Chair* *February 2017 - Present*

Founded a new state-wide organization joining student game development clubs from 9+ universities.

- Spearheaded, organized, and hosted the largest student organized game development summit ever, bringing together over 200 students and industry professionals to collaborate, share games, and learn about various professions within the game development industry.

Cal Poly Pomona Game Design & Development Club | *President* *March 2016 – June 2017*

Lead a new student club at Cal Poly Pomona focused on inspiring and facilitating video game design and development, successfully quadrupling membership to 80+ multidisciplinary students.

- Coordinated diverse teams of multidisciplinary students to develop several independent games.
- Mentored members and hosted workshops on topics such as Unity and VR game development.

EDUCATION

Bachelor of Science, Computer Science ***cum laude***, GPA: 3.56 / 4.00
California State Polytechnic University, Pomona, CA *(Graduation: December 2017)*