Kyle Turchik

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OBJECTIVE

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

EDUCATION

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

TECHNICAL SKILLS

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 ♦ Artificial Intelligence ♦ Discrete Mathematics ♦ UML ♦ SDLC Methodologies

PROJECT EXPERIENCE

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 procedurally 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.

LEADERSHIP EXPERIENCE

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*