Corona, CA

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

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Software Engineer

Inspired programmer with 3 years of experience in PC, web, and mobile development emphasizing front-end apps and computer graphics. Proven leader driven by collaboration with multidisciplinary teams. Recognized for being versatile, outgoing, innovative, and delivering quality code that is maintainable, extensible, and well-optimized.

EDUCATION

Bachelor of Science, Computer Science   **Cum Laude**
California State Polytechnic University, Pomona, CA   Major GPA: **3.6/4.0**

EXPERIENCE

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

Implementing core gameplay features for augmented reality games using Unity with Vuforia.
- Created custom shaders to mask and project objects for seamless AR transition effects.
- Improved performance and memory efficiency on mobile devices by profiling and optimizing code base.
- Managed application submission and review process for Google Play and Apple stores.

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 Protocol Buffers over WebSockets.
- Solved a critical framerate issue, using object pooling and object-oriented patterns with WebGL.
- Executed detailed UX design and animation specifications with Javascript and CSS.
- Implemented responsive touch-screen functionality using Hammer.js.
- 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 applications with Java and Android Studio as part of a pilot program for a select group of students that reinforces concepts from data structures and algorithms, as well as artificial intelligence.

PROJECTS

Augmented Realms | *AR Tabletop Game Simulator* *(Android/iOS)*   **12/2017 – Present**
- Building editing tools for a procedural mesh grid shared live over a multiuser network. *(Unity, C#)*

inVRasion | *VR Multiplayer Game* *(HTC Vive/PlayStation VR)*   **09/2017 – Present**
- Developing UI, AI, weapon physics, and player controls/movement using SteamVR and VRTK. *(Unity, C#)*

SimpleCraft | *Custom Voxel Engine* *(PC)*   **09/2017**
- Implemented camera controls, collision detection, and terrain generation using Perlin noise. *(OpenGL, Java)*

Elemental Fury | *VR Multiplayer Game* *(HTC Vive)*   **04/2017**
- Implemented combat mechanics, player controls, and client-side network using Photon/PUN. *(Unity, C#)*
- Won **"3rd Place Overall"** at BeachHacks 2017.

Battle of the Bards | *Rhythm/RPG Game* *(PC)*   **02/2017**
- Created UI, turn-based mechanics, procedural audio, and particle systems. *(Unity, C#)*
- Won **"2nd Place Overall"** and **"Best Game Hack"** at HackPoly 2017.

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 facilitating game development for 200+ students from 9 universities by organizing educational events and competitions.

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

Lead a new student club focused on enabling students to grow technical and teamwork skills through game development, mentoring 60+ members and coordinating large studio-like teams of multidisciplinary students.

TECHNICAL SKILLS

Languages: C# ♦ C++ ♦ Java ♦ JavaScript ♦ Python ♦ HTML/CSS

Tools: Unity ♦ GIT ♦ OpenGL/DirectX ♦ Visual Studio ♦ WPF/WinForms ♦ .NET ♦ React ♦ Android Studio

Concepts: 3D Graphics/Math ♦ UI Implementation (MVVM) ♦ Mobile (Android/iOS) ♦ AR/VR ♦ Agile/Scrum
♦ Object-Oriented Patterns ♦ Memory Management ♦ Computer Networks ♦ Debug Testing/Profiling