Corona, CA

linkedin.com/in/KyleTurchik

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

kturchik@sbcglobal.net

(951) 316-1112

SUMMARY

Motivated and dynamic programmer with a long-standing passion for game development. Proven leader who enjoys collaborating with multitalented groups. Recognized for being versatile, open-minded, and delivering high-quality results. Seeking challenging work with a company that values teamwork and personal growth.

EXPERIENCE

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

Developed a rich single-page web application from the ground up using React with Node.js.
- Enhanced the project by developing a new feature, outside the initial scope, during a hackathon; an interactive 3D globe visualization that renders large amounts of live data from websockets.
- Solved, using WebGL and object pooling, a limiting frame rate issue prior engineers had faced.
- Learned and applied Javascript with CSS to execute detailed UX designs and animations.
- Collaborated directly with designers, program managers, and fellow engineers in an Agile/Scrum environment, contributing to sprint planning and stakeholder meetings and utilizing JIRA.

GOOGLE APPLIED CS WITH ANDROID PROGRAM | *Programmer*　　　　　　*04/2016 – 06/2016*

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)*　　　　*04/2017*

Designed a networked multiplayer VR game; players use hand motions to control elemental powers and defeat their opponents. Implemented the network, player controls, and special effects with Unity.

Battle of the Bards | *2nd Place Overall* *– HackPoly (vs. 71 competing projects)*　　　*02/2017*

Designed a turn-based rhythm/RPG game system; players control a RPG party and cast spells from a deck of cards by playing rhythm segments. Implemented the UI and spell mechanics with Unity.

inVRasion | *Senior Project*　　　　　　　　　　　　　　　　　　　　　　　*09/2016*

Designed an asymmetric multiplayer VR game; 4 split-screen players choose from multiple classes and work together to fight a VR player. Implemented player controls, UI, and weapon mechanics with Unity.

LEADERSHIP

Student Game Developer Alliance | *Founder, Committee Chair*　　　　　*02/2017 - Present*

Founded a new state-wide organization joining student game development clubs from 9+ universities.
- Spearheaded the largest student-organized game development summit ever, bringing together 200+ students and industry professionals to learn about various professions within the industry.

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

Lead a new student club focused on inspiring and facilitating video game design and development.
- Mentored 80+ members and hosted workshops on topics such as Unity and VR development.
- Coordinated diverse teams of multidisciplinary students to develop several independent games.

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

Key Concepts: Game Development ♦ Data Structures & Algorithms ♦ Object-Oriented Programming ♦ Agile Development ♦ Computer Graphics ♦ Computer Networks ♦ Artificial Intelligence ♦ Linear Algebra

EDUCATION

Bachelor of Science, Computer Science　　　　　　　　　　　　　　　　　*Cum Laude*

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