

Kyle Turchik

916 Haley Talbert Dr., Corona, CA 92881 ♦ (951) 316-1112 ♦ kturchik@sbcglobal.net
www.github.com/klturchik ♦ www.linkedin.com/in/KyleTurchik

OBJECTIVE

To obtain a Software Engineering or Game Design internship with Blizzard applying my critical thinking, interpersonal, technical, and creative skills to improve development and gameplay of its iconic games.

EDUCATION

Bachelor of Science, Computer Science

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

GPA: 3.54 / 4.00; Major GPA 3.67 / 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 ♦ Discrete Mathematics ♦ UML ♦ Software Engineering 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 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*