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 outside the initial scope during a department hackathon; a 3D globe visualization that renders large amounts of live data from websockets.
- ♦ Solved, using WebGL and object pooling, a limiting responsiveness issue prior engineers faced.
- ♦ Collaborated closely with designers, program managers, and fellow engineers in an Agile/Scrum environment, employing JIRA to coordinate tasks, Jenkins for CI/CD, and Github to review code.

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

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

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

inVRasion | *Senior Project* *September 2016*

- ♦ Designed an asymmetric multiplayer VR game; the VR player is a giant city destroying mech while up to 4 other players in co-operative split-screen multiplayer fight the VR player. Implemented player controls and weapons functionality for multiple class archetypes with Unity.

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)*