Corona, CA

linkedin.com/in/KyleTurchik

Kyle Turchik

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

kturchik@sbcglobal.net

(951) 316-1112

Summary

Motivated and dynamic gameplay programmer experienced with Unity and VR development. Proven leader, 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.

♦ 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.
♦ 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.
♦ Participated in and contributed to code review, sprint planning, and stakeholder meetings.
♦ Collaborated directly with designers, program managers, and fellow engineers in an Agile/Scrum environment, utilizing JIRA to coordinate tasks, Jenkins for CI/CD, and Github for code reviews.

GOOGLE APPLIED CS PROGRAM | *Student 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.
♦ Created a procedurally generated maze game, which included optional A* pathfinding.

PROJECTS & AWARDS

Red Dwarf | *Independent Project* **06/2017**

Implemented, with Unity and C#, the player controls, UI, AI, and weapon mechanics for a VR space shooter roguelike game; players control a spaceship using VR-emulated flightstick controls.

Elemental Fury | *3rd Place Overall – BeachHacks* *(vs. 38 competing projects)* **04/2017**

Implemented, with Unity and C#, the network, player controls, and spell mechanics for a VR networked multiplayer game; players use hand motions to control elemental powers and defeat their opponents.

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

Implemented, with Unity and C#, the UI, sound, and spell mechanics for a turn-based rhythm/RPG game system; players control a RPG party and cast spells from cards by playing rhythm segments.

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, spearheading the largest student-organized game development summit ever with over 200 students and industry professionals attending to learn about various professions within the game 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, mentoring 60+ members and coordinating teams of multidisciplinary students to develop games.

TECHNICAL SKILLS

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

Tools: Unity ♦ Unreal ♦ OpenGL ♦ GIT ♦ Visual Studio ♦ Eclipse ♦ Android Studio ♦ 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)*