

KYLE REIDY

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EDUCATION

University of California, Los Angeles (UCLA)

Los Angeles, CA

Bachelor of Science, Major in Computer Science, Minor in Theater

June 2020

- GPA: 3.7
 - Coursework: Embedded Networked Systems | Artificial Intelligence | Web Applications | Computer Graphics
Art and Process of Entertainment Design | Emerging Technologies in Live Performance
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SKILLS

Programming Languages: C++ | C | C# | Java | JavaScript | Python | Swift

Development Software: Unreal Engine | Visual Studio | Perforce | Git

Design Software: Adobe Illustrator | Adobe Photoshop

EXPERIENCE

Heavy Iron Studios (A Keywords Studio)

Manhattan Beach, CA

Associate Game Programmer

March 2021 to Present

- Program in C++ source code and Unreal Blueprints to develop new features and fix bugs, primarily in gameplay and UI, for a high-profile game with millions of players and frequent content updates.
- Work closely with artists, designers, producers, and QA to ensure an enjoyable, polished experience for players.
- Conducting interviews and grading applicants' programming tests to assist in studio's hiring process.

UCLA Center for Research in Engineering, Media and Performance (REMAP)

XRAI Animals

December 2021 to Present

- Developing an augmented reality game in which players and virtual animals interact in a persistent game world, demonstrating how the XRAI Vision platform can incorporate person-tracking data into an immersive space.
- As the sole developer and designer on the project, I am deciding how animals and players should interact, setting up the character animations, programming all the actors, and setting up the AI behavior trees.

A Most Favored Nation

March to December 2020, Fall 2021

- Utilized the Unreal Engine to create the platform for a mixed-reality performance of an original theatrical piece set in the world of the Amazon Prime Video series *The Man in the High Castle*.
- Debugged and utilized a plugin, developing in both C++ and Blueprints, to translate OSC messages and trigger cues in the game world.

Thomson Reuters Elite

Culver City, CA

Software Engineering Intern

June 2019 to August 2019

- Implemented features, fixes, and tests for front end and back end of 3E business management software.
- Sped searches by over 9x on the server-side by implementing a hash table of search terms.
- Collaborated on a ten-person agile development team using the Scrum framework.
- Technologies/languages used: Angular, TypeScript, HTML, CSS, Jasmine, C#

UCLA Residential Life

Los Angeles, CA

Program Support Technician

September 2018 to June 2020

- Set up and troubleshoot lighting and sound equipment with a team of 25 for on-campus shows and fairs.

UCLA Bruin Marching Band

Los Angeles, CA

Rank Leader, Trumpet Section

September 2018 to June 2020

- Assisted in organizing 250 members of Marching Band and instructed in marching technique during rehearsals.