KYLE ROBINSON

GAMES PROGRAMMER

kyle-robinson.github.io/portfolio

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{ mobile no. redacted }

PROFILE

An aspiring games programmer with a commitment of pursuing a career within the games industry. Passionate about games and aiming to secure an entry-level job to improve skills and open opportunities for progression.

Able to work well as part of a team and balance multiple competing priorities. Also an avid Japanese learner.

EMPLOYMENT

WORK EXPERIENCE MANAGER

Allstate Northern Ireland (June 2016)

- Work with people with different levels of technical experience in various areas of the company.

- Take calls and give technical advice to customers.

- Provide technical support for a range of different platforms to employees of Allstate headquarters in America.

TECHNICAL SKILLS

Languages: C++ | C# | Java | HTML | CSS | SQL

Libraries/APIs: OpenGL | DirectX 11 | SDL2 | GLFW | freeGLUT | Assimp | S2D | irrklang | ImGui | GLM | Win32

Technologies: Visual Studio 2019 | GitHub | Unity | Blender | OBS

Miscellaneous: Japanese | Computing | Networking

EDUCATION

BSC (HONS) COMPUTER GAMES PROGRAMMING

Staffordshire University (2019 - 2023)
- Fundamentals of Computing and Mathematics
- Fundamentals of Game and Graphical System Development
- Games Engine Creation
- Professional Development and Games Industry Employability

FOUNDATION DEGREE IN COMPUTING

South West College (2018-2019)
- Object-Orientated Programming
- Database Management
- Computing Mathematics
- Project Management

A-LEVELS

Drumragh Integrated College (2016-2018)
- Applied ICT - A
- Moving Image Arts - C

BTEC LEVEL 3

South West College (2016-2018)
- BTEC Level 3 Certificate in Creative Media Production (Games Development) - Distinction*

JAPANESE

Japanese Language Proficiency Test (JLPT)
- JLPT N5

HOBBIES

Games Programming

Japanese Language

Website Development

Game Jams

REFERENCES

References Available upon Request