

# KYLE ROBINSON

• computer games programmer •

## ABOUT ME

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.

## TECHNICAL SKILLS

- C++
- OpenGL
- DirectX 11
- SDL2
- HTML
- CSS
- Visual Studio 2019
- Git Version Control
- GitHub
- Unity
- OBS
- SQL

## EXPERIENCE

### 2016 • Allstate Northern Ireland

Work Experience Manager

- 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.

## EDUCATION

### 2019 - 2023 • Staffordshire University

BSc (Hons) Computer Games Programming

- Computing and Mathematics
- Game and Graphical System Development
- Games Engine Creation
- Games Industry Employability

### 2018 - 2019 • South West College

Foundation Degree in Computing

- Object-Orientated Programming
- Database Management
- Computing Mathematics
- Project Management

### 2016 - 2018 • Drumragh Integrated College

A-Levels

- Applied ICT : A
- Moving Image Arts : C

### 2016 - 2018 • South West College

BTEC Level 3

- Certificate in Creative Media Production (Game Development) : Distinction\*

### 2016 - Current • Japanese Language

Japanese Language Proficiency Test

- JLPT N5

## PROJECTS

### Summer 2020 • DirectX Graphics Engine

- Implements a number of advanced rendering and C++ techniques.
- [Project link](#)

### Spring 2020 • Mario Bros. Game

- Mario clone game created in SDL2 with multiplayer functionality and collisions.
- [Project Link](#)

### Summer 2020 • Sonic Breakout

- Sonic-themed breakout game created in OpenGL based on LearnOpenGL.
- [Project link](#)

### Summer 2020 • OpenGL Projects

- A collection of projects created in OpenGL that demonstrate its implementations.
- [Project Link](#)

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