

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

Languages & APIs: C++ | C# | OpenGL | DirectX 11 | HLSL | SDL2 | Lua | HTML5 | CSS3 | SQL

Tools & Technologies: Visual Studio 2019 | GitHub | Unreal Engine 4 | Unity | Atom

EXPERIENCE

2016 • Allstate Northern Ireland (Work Shadowing)

- Observed the work of people with varying levels of technical experience throughout the company.
- Took calls and gave remote technical support to customers relating to both hardware and software.
- Attended regular briefings relating to technical support, with intermittent periods of focused activity.

PROJECTS

Autumn 2020 • DirectX Framework [GitHub](#) [Video](#)

- A framework allowing for the simple creation of graphics by means of the system architecture and ECS.

Summer 2020 • DirectX Graphics Engine [GitHub](#) [Video](#)

- Implements advanced rendering techniques like dynamic lighting, shadow mapping and render graphs.

Summer 2020 • OpenGL Projects [GitHub](#) [Video](#)

- A collection of OpenGL projects showcasing implementations like advanced lighting and water simulation.

Spring 2020 • Mario Bros. [GitHub](#) [Video](#)

- Mario clone game created in SDL2 with multiplayer functionality and AABB collisions and repositioning.

EDUCATION

Awards & Certifications

2019 - 2023 • Staffordshire University

BSc (Hons) Computer Games Programming (Level 5)

2018 - 2019 • South West College

Certificate of Higher Education in Computing

2016 - 2018 • Drumragh Integrated College

A-Levels

2016 - 2018 • South West College

BTEC Level 3

2016 - Current • Japanese Language

Japanese Language Proficiency Test

Relevant Modules & Grades

- Game and Graphical System Development (1st)
- Games Engine Creation (1st)
- Computing and Mathematics (1st)

- Database Management (*Distinction**)
- Software Development (*Distinction**)
- System Analysis (*Distinction**)

- Applied ICT (A*)
- Moving Image Arts (C)

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

- JLPT N5 (*Limited Working Proficiency*)