

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#, Java, OpenGL, DirectX 11, SDL2, HTML, CSS, SQL

Tools & Technologies: Visual Studio 2019, Visual Studio Code, GitHub, Git Version Control, Atom

EXPERIENCE

2016 • Allstate Northern Ireland

Work Experience Manager

- Worked with people of varying technical experience throughout the company.
- Took calls and give technical advice to customers.
- Provided technical support for a range of platforms to employees of Allstate headquarters.

PROJECTS

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

- Implements advanced rendering techniques like depth stencils and shadow mapping.

Summer 2020 • Sonic Breakout [GitHub](#) [Video](#)

- Sonic-themed breakout game created in OpenGL based on the LearnOpenGL website.

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

- A collection of projects created in OpenGL that demonstrate its implementations.

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

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

EDUCATION

2019 - 2023 • Staffordshire University

BSc (Hons) Computer Games Programming

2018 - 2019 • South West College

Certificate of Higher Education in Computing

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

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