

KYLE ROBINSON

Website: kyle-robinson.github.io/portfolio

Contact details will be provided upon request.

Get in touch with me on any of my social media accounts - links provided on website.

GAMES PROGRAMMER

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

Programming

- C++
- OpenGL
- GLFW
- freeGlut
- C#
- Java

Technologies

- Visual Studio
- GitHub
- Unity
- Blender
- Office Suite

Miscellaneous

- Japanese
- Computing
- HTML5
- CSS3

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