KYLE ROBINSON

computer games programmer









ABOUT ME

A highly motivated and dedicated games programmer, seeking a career that allows me to collaborate with others, showcase my leadership skills, and effectively manage multiple priorities in a dynamic environment. With a keen eye for detail and a commitment to continuous learning, I am driven to contribute my skills and enthusiasm to the ever-evolving field of work and make a positive impact in a dynamic environment.

TECHNICAL SKILLS

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

Tools & Technologies: Visual Studio 2022 | GitHub | Unreal Engine 5 | Unity | Visual Studio Code

EXPERIENCE

2021 - 2022 / 2023 - 2025 • Sumo Digital Ltd. - Junior Programmer

- Worked on multi-million dollar live service games: Stampede: Racing Royale and Zwift.
- Designed and implemented UI systems, enhancing user experience and game functionality.
- Expanded technical expertise through dedicated learning days, gaining experience in new areas.

2023 - Current • The Perfume Shop - Sales Advisor

- Worked as a sales advisor and provided advice to customers on their perfume choices.
- Helped the team to both achieve their and exceed their sales targets, by managing relevant KPIs.

2021 (5 Months) / 2023 (5 Months) • McDonald's - Crew Member

- Took customer orders, and prepared several menu items gathering relevant stock when necessary.
- Trained new employees on taking orders using the POS system and preparing desserts.

PROJECTS

Winter 2023 • Midnight Harvest GitHub Video

• A group game with a focus on farming, and planting crops, where I was the team leader.

Spring 2021 • Molecularity GitHub Video

• A physics-based sci-fi puzzle game, for a DirectX group project, where I was the lead programmer.

EDUCATION

Awards & Certifications

2019 - 2023 • Staffordshire University

BSc (Hons) Computer Games Programming (1st)

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)