

+447951979162 KYLESHEPHERDDEV@GMAIL.COM KYLESHEPHERD.CO.UK FALMOUTH, CORNWALL

WEB & GAMES DEVELOPER

PROFILE

Full of enthusiasm, Kyle excels in creating bespoke websites based on designer's wireframes; using various frameworks and technologies to produce advanced websites, whilst also being a deeply skilled Unity programmer, creating a vareity of games and working with collaborators from all over the world.

EDUCATION

FALMOUTH UNIVERSITY

BA (Hons) Game Development: Programming Sept 2016 - June 2019

Upper Second Class Award Received

LONG EATON SCHOOL SIXTH FORM

Maths, Computing, Physics Sept 2012 - June 2014

EXHIBITIONS / AWARDS

WHOOP THIS ARCADE (Whoopi x Vans)

Unity Programmer Sept 2018 - Nov 2018

- Created a rhythm game in Unity to be played on a custom arcade cabinet.
- Implemented art and audio assets.
- Exhibition for game held at House of Vans, London in November 2018.

GDC 2018 UNITY SCHOLARSHIP

San Francisco, CA March 2018

SKILLS

- Wordpress CMS
- PHP
- Laravel
- Agile
- Agile
- Unity
- HTML/CSS
- jQuery/Javascript
- Version Contro
- Pairs programming
- C#

EXPERIENCE

BUILTBYCACTUS LTD

Junior Web Developer Jan 2020 - Present

- Creating and maintaining client websites and apps built in Wordpress, React, Laravel and Ionic
- Developing bespoke Wordpress themes and plugins

EIGHT WIRE INC

Web Developer Jan 2019 - Feb 2020

- Creating and upkeeping client websites using WordPress CMS.
- Working with designers and marketers to create wireframes for websites.
- Producing custom WordPress themes via HTML, CSS and PHP.

JAMESMAKESGAMES LTD

Gameplay Programmer Mar 2019 - Oct 2019

- Working on Scramble!; a multiplayer, turn-based,
 WW2 dogfighting game funded by the UK Games
 Fund
- Creating gameplay functionality and helping showcase the game at EGX 2019

BIG ROBOT LTD

Gameplay Programmer Intern May 2018 - Sep 2018

- Implementing gameplay mechanics based on the gameplay designer's documentation.
- Finding and correcting bugs in the games code.
- Improving the games performance via refactoring existing code.
- Assisting with discussions regarding game features.