

# Kyle Tyler

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541-905-4009 | [kyletyler17@gmail.com](mailto:kyletyler17@gmail.com)

Portfolio: [kyletyler.github.io](http://kyletyler.github.io)

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## Projects

**Web Press VR:** Developed a **virtual reality** training application using **Unreal Engine** for a client at HP. The program trains users how to use the PageWide Industrial press, a large industrial printer, in a 3D virtual environment.

**Simple Ray Tracer:** Wrote a general ray tracer in **C++**. Features include: a vec3 class, a simple camera, and various materials (diffuse, metal, clear). Generates and renders a random scene of spheres with different sizes and materials.

**Small Shell:** Developed a simple shell in **C** to run on **Linux** command line. Features include forking processes, foreground and background commands, signal handling, and input redirection.

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## Skills

**Proficient:** C, C++

**Previous Experience:** C#, Java, Python, SQL

**Tools / APIs:** OpenGL, GLSL, Visual Studio, Git, CUDA, OpenMP, OpenCL

**Relevant Coursework:** Intro to Computer Graphics, CS Skills for Game Programming, Vector Calculus, Linear Algebra, Computer Graphics Shaders, Parallel Programming, Introduction to AI, Usability Engineering, Intro to Algorithms, Data Structures

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## Education

**Oregon State University / B.S. in Computer Science** with a focus on Simulation and Game Programming

3.48 GPA

Dean's List

September 2017 - June 2019

**Linn-Benton Community College / Associate of Science**

Graduation: June 2017

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## Work Experience

**City of Corvallis / IT Intern**

June 2019 - Present

- Replace and maintain core network infrastructure
- Solve hardware/software problems for work groups with diverse needs
- Worked with a small team to convert the city to a new phone system

**Fred Meyer/ Produce Clerk**

September 2013 - December 2018

- Worked with a small team to maintain standards of freshness and availability
- Interacted with customers and fulfilled their needs
- Took direction from management to complete tasks in order of importance

