

# Kyle Bartz

## INFORMATION

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## EDUCATION

UNIVERSITY OF CALIFORNIA,  
IRVINE

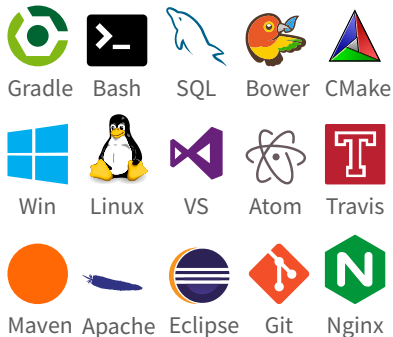
COMP SCI JUNE 2019

## SKILLS

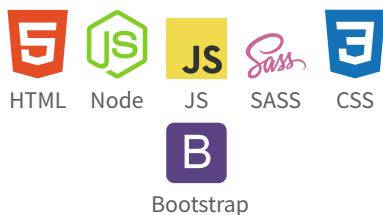
### SOFTWARE DEVELOPMENT



### SYSTEMS



### WEB DEVELOPMENT



## EXPERIENCE

### UC IRVINE - OFFICE OF INFORMATION TECHNOLOGY

PROGRAMMING ANALYSIS - QUALITY ASSURANCE

MAY. 2016 - PRESENT

Created and enforced department wide code standards as well as created new testing frameworks. Made a modular, plugin based, data driven framework from the ground up to simplify and optimize large testing solutions.

Write exhaustive tests using Selenium with Java. Tests are written for various systems ranging from UCI's financial system to the login authorization page.

### CRYPTIX LLC

CO-FOUNDER & LEAD DEVELOPER

AUG. 2014 - PRESENT

A collaborative team working on games and applications for mobile, desktop, and VR marketplaces. Current development projects range from an experimental software driver to allow direct communication between devices regardless of platform, a mobile streaming application, and experimental desktop games with a focus on procedural generation and virtual reality.

### MECHLER GROUP LLC

INVESTMENT CONSULTANT & BUSINESS SOLUTIONS EXPERT

NOV. 2013 - AUG. 2014

Provided information about cryptographic currency, handled investments, and wrote custom cryptographic mining and management software as well as realtime performance monitoring and alerts for all running hardware.

Worked with investors to provide information, hardware systems, and custom software to meet their individual needs and desires.

### AEGIS NETWORK NPO

CO-OWNER & HEAD OF NETWORK MANAGEMENT

JUN. 2010 - JAN. 2015

Managed and maintained Windows and Linux based servers. Wrote custom shell and bash scripts as well as cron jobs to automate and simplify server maintenance. At the network's peak, averaged around 75,000 unique users a month.

Recruited and trained 50+ staff in basic Java programming and use of Linux Shell.

Created custom server software to better manage the network's traffic and support unique server requirements. This ranged from wrappers for existing software that modified packets on the fly to standalone software written ground up (Java and C++ were the primary languages used).

## TECHNICAL SKILLS

### BACKEND

Used to writing low level frameworks and APIs to simplify higher level development. Experienced with complex class templating and object reflection as well as efficient resource management.

### NETWORKING

Highly experienced with both TCP and UDP protocols. Proficient at network setup and maintenance such as port forwarding, user setup, and automation. Prior experience creating and managing VoIP and game servers.

### GAME RESEARCH & DEVELOPMENT

Experience with the XNA, Unity, UnrealEngine, LibGDX, and GLFW game engines and libraries. Work experience with DirectX 9.0c-12, OpenGL 2.0+, and OpenGL ES. Able to write custom shaders in both HLSL and GLSL. Experimented with VR development using Unity, UnrealEngine, and Oculus SDK.