Kyle **Bartz**

Information

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Education

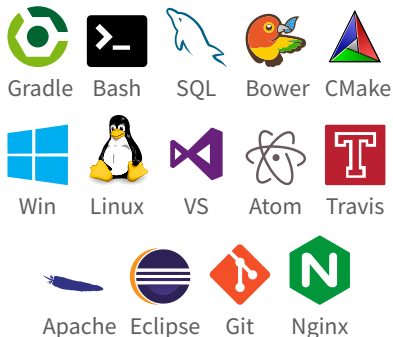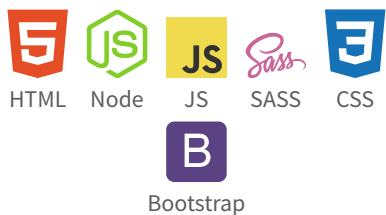### University of California, Irvine

Comp Sci   June 2019

Skills

Software Development

C++   C   C#   Java   Py

Android

Systems

Gradle   Bash   SQL   Bower   CMake

Win   Linux   VS   Atom   Travis

Apache   Eclipse   Git   Nginx

Web Development

HTML   Node   JS   SASS   CSS

Bootstrap

Experience

UC Irvine - Office of Information Technology

Programming Analysis - Quality Assurance   May. 2016 - present

Writing exhaustive data driven testing frameworks using Java and Selenium for testing various UC systems.

Testing frameworks so far have been built utilizing technology such as JSON, Cucumber, Custom TCP based server architecture with VLQ encoding, and custom Java reflection management for runtime plugin integration.

Cryptix LLC

Co-Founder & Lead Developer   Aug. 2014 - present

Previously, Cryptix provided information about cryptographic currency and built complex multi-GPU systems with custom casings and cooling systems. I programmed and maintained mining software as well as created web based services to easily monitor all mining hardware.

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

Mechler Group LLC

Investment Consultant & Buisness Solutions Expert   Nov. 2013 - Aug. 2014

Provided information about cryptographic curreny, handled investments, and built complex muli-GPU computers with custom casings and cooling systems. 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. This ranged from wrappers for existing software that modified packets on the fly to standalone software written entirely from scratch (Java and C++ were the languages most commonly used on the network).

Proficiencies

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-11, OpenGL 2.0+, and OpenGLES. Able to write custom shaders in both HLSL and GLSL. Experimented with VR development using Unity, UnrealEngine, and native C++ on Oculus DK2.