

Kyle Bartz

INFORMATION

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EDUCATION

UNIVERSITY OF CALIFORNIA,
IRVINE

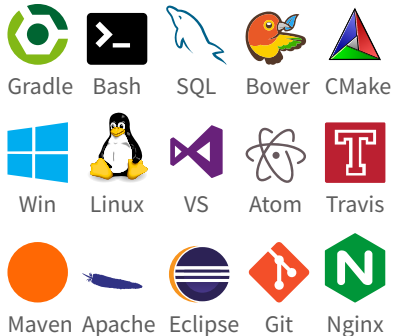
COMP SCI — ALGORITHMS & AI
JUNE 2019

SKILLS

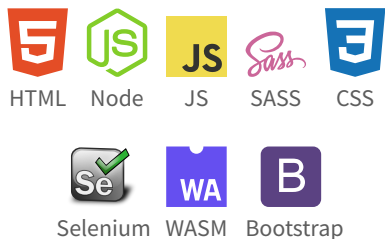
SOFTWARE DEVELOPMENT



SYSTEMS



WEB DEVELOPMENT



EXPERIENCE

UC IRVINE OFFICE OF INFORMATION TECHNOLOGY

PROGRAMMING ANALYST FOR QUALITY ASSURANCE

MAY. 2016 – PRESENT

Create, develop, and maintain innovative testing frameworks for testing development, staging, and production environments as well as lead code reviews during sprints.

Develop frameworks, all written in Java and open-source on GitHub, that range from a completely data driven plugin based testing suite to a code-only replacement to Apache jMeter.

CRYPTIX

CO-FOUNDER & LEAD DEVELOPER

AUG. 2014 – PRESENT

A collaborative hobby development team working on games and applications for mobile, desktop, and virtual reality marketplaces.

Current projects include universal virtual driver, a mobile streaming application, and games with a focus on procedural generation and virtual reality.

MECHLER GROUP

INVESTMENT CONSULTANT

NOV. 2013 – AUG. 2014

Remotely provided information about cryptographic currency and developed custom cryptographic mining and management software.

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

AEGIS GAMING

CO-OWNER & HEAD OF NETWORK MANAGEMENT

JUN. 2010 – JAN. 2015

Managed and maintained Windows and Linux based servers remotely. Developed custom shell and bash scripts to automate server maintenance. Network 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

FRAMEWORK DEVELOPMENT

Created and maintained a wide range of frameworks, libraries, and APIs to simplify development. Highly experienced with class templating, dependency injection, unit testing, and reflection.

NETWORKING

Worked with both TCP and UDP protocols. Proficient at networking such as port forwarding and hole punching. Prior experience creating and managing VoIP programs and game servers.

GAME RESEARCH & DEVELOPMENT

Experience with the XNA, Unity, Unreal Engine, LibGDX, and GLFW game engines and libraries. 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, Unreal Engine, and the Oculus SDK.