# Kyle **Bartz**

## EXPERIENCE

## INFORMATION

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## EDUCATION

### UNIVERSITY OF CALIFORNIA, IRVINE

COMP SCI — ALGORITHMS & AI
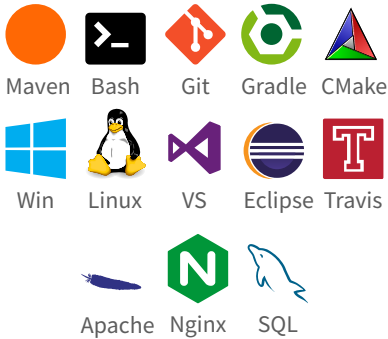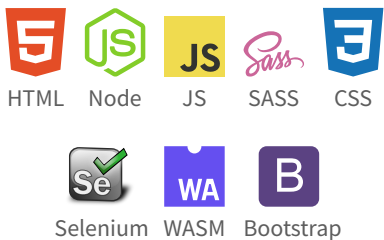GPA: 3.12
MAJOR GPA: 3.74

JUNE 2019

## SKILLS

### SOFTWARE DEVELOPMENT

C++  Java  C  Py  C#

OpenGL  Android  DirectX

### SYSTEMS

Maven  Bash  Git  Gradle  CMake

Win  Linux  VS  Eclipse  Travis

Apache  Nginx  SQL

### WEB DEVELOPMENT

HTML  Node  JS  SASS  CSS

Selenium  WASM  Bootstrap

### UC IRVINE OFFICE OF INFORMATION TECHNOLOGY

STUDENT PROGRAMMER                                    MAY. 2016 – PRESENT

- Backend Technical Infrastructure Development
  - Built a performance testing system similar to Apache jMeter for load testing in-house services
  - Developed a data-driven plugin-based testing suite to allow for fully modular testing
  - Created a wrapper for Selenium to simplify writing and integrating test systems
  - Developed an encryption utility for easy encryption and decryption of stored passwords
- Front-end Development
  - Designed an automated html reporting system for tests using bootstrap and freemarker

### MECHLER GROUP

INVESTMENT CONSULTANT                                 NOV. 2013 – AUG. 2014

- Remotely provided information and assistance on cryptographic currencies
- Backend Development and Management
  - Built an extendable proxy control server that acted as a centralized communication hub for the mining rigs
  - Designed an automated pool swapping system to optimize profit margins
- Worked with investors

### AEGIS GAMING NPO

CO-OWNER & HEAD OF NETWORK MANAGEMENT                 JUN. 2010 – JAN. 2015

- Staff Training and User Management
  - Trained 50+ staff in basic Java programming and use of a Linux shell
  - Successfully handled, on average, around 75,000 unique users a month
- Backend Maintenance and Development
  - Created custom scripts to automate server maintenance
  - Built custom server software to load balance the network's traffic
  - Designed server proxies to provide new features for staff and users

## TECHNICAL SKILLS

### BACKEND INFRASTRUCTURE DEVELOPMENT

- Experience with designing and developing frameworks, data structures, libraries, shells proxy servers, wrappers, and APIs.
- Proficient with class templating, dependency injection, unit and integration testing, and code reflection.

### 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 OpenGLES.
- Able to write custom shaders in both HLSL and GLSL.
- Experimented with VR development using Unity, Unreal Engine, and the Oculus SDK.