Kyle Sun - www.kylesun.net

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EDUCATION

	Graduating Dec 2018
Major:	Computer Science
GPA:	3.89
University of Washington	2014-2016
Arizona State University	2016- Present

Relevant Coursework
- Data Structures and Algorithms,
- Principles of Programming Languages
- Computer Systems Security
- Multimedia Information Systems
- Object-Oriented Programming and Data Structures

SKILLS

Experienced: Java, JavaScript, HTML5, CSS, C, C++, GML, Git, Python, Pixel Art
Proficient: Video Editing, Photo Editing, PHP, XML, JSON, Unity (3D & VR), Maya, mySQL, Swift, Linux

WORK EXPERIENCE

Game Dev Teaching Assistant   **Jun 2018 – Jul 2018**

- Educated 50+ middle and high school children on the essentials of game design/development
- Lectured on **Unity (C#)** and **Game Maker (GML)** design frameworks and features
- Taught usage and work pipeline of **Adobe Photoshop** and **Autodesk 3DS Max** for asset development

Indie Game Developer   **Aug 2013 – Current**

- Worked on numerous game projects over several years with 3 games completed and many more in progress.
- Developed various types of 2D and 3D games with **Game Maker(GML)** and **Unity(C#)** including platformers, RPGs, shooters and VR simulations.
- Created sprites and 3D models along with sound effects and music composition for the games.

Freelance Web Dev   **Sep 2015 – Current**

- Worked on developing various websites and web applications using **HTML5**, **CSS**, **PHP**, and **JavaScript/jQuery**
- Practiced development and use of reusable components, alone and with various development teams
- Used several **RESTful APIs** from companies such as DarkSky and Riot Games

Freelance Digital Artist   **Apr 2009 – Current**

- Worked as an artist for various web, game, and software development teams
- Developed key communication and teamwork skills, learning to overcome problems such as time differences and language barriers
- Lead artists in many companies, learning how to adapt to different, existing work environments

PROJECT EXPERIENCE

Dodge Doctor   **Aug 2015**

- A website made with **HTML5**, **CSS** and **JS** that uses Riot Games' **RESTful API** services for their game, League of Legends
- Uses player data to estimate the likelihood of victory the given teammates on their selected characters

Hide or Die   **Dec 2017**

- A prototype reimaging of a role reversed FPS Pacman game made in **Unity3D** with **C#**
- Game features randomly generated mazes with a custom DFS pathfinding algorithm for the main enemy
- Assets made with **Maya, BFXR, Audacity** and **Photoshop**

Hero 2 Zero   **Jul 2017**

- 2.5D beat'em up made in Game Maker with **GML** over 72 hours for the Ludum Dare 39 Game Jam with 2 others
- Won 73rd in Humor and 131st in Graphics out of 1361 entries
- Game has a dynamic combo system that worked in tandem with the 2.5D environment allow for multiple enemy juggles

Kwest   **May 2018**

- A text-based RPG made using Apple's **XCode** and **Swift**
- Features procedurally generated spells and segue based transitions between game states to utilize MVC architecture
- Game allows use of camera to customize the players' avatar and uses the DarkSky API service to update game environment based on real-time weather reports

OTHER

- UW Dean's List (8 Quarters)
- ASU Ira A. Fulton Schools of Engineering Dean's List (4 Semesters)
- Co-Editor on Development of a Prediction Model for Colorectal Cancer Among Patients with Type 2 Diabetes Mellitus using a Deep Neural Network (ANNONC-2018-1542)