Kyle Vanderwiel

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Objective

Interested in a cooperative educational or short term position in the design, development, and testing of interactive software products. Available August 2018 - August 2019

Languages

Japanese (Beginner)

Skills

PROGRAMMING LANGUAGES

C/C++ (Intermediate)
Java (Intermediate)
C# (Intermediate)
JavaScript (Beginner)

MARKUP LANGUAGES

HTML 5 (Intermediate)

SOFTWARE DEVELOPMENT PLATFORMS

Windows
Ubuntu

SOFTWARE

Visual Studio (2010-2017)
SourceTree
Git
GitHub
Photoshop (CC 2015)
MonoGame (3.6)
Unity (2017.2.0f3)

SOFT SKILLS

Team Leadership
Project Management
Version Control

Education

Rochester Institute of Technology
B.S. Game Design and Development 2019

Landmark College
A.S. Computer Science / Gaming 2014
Graduated with Honors Phi Theta Kappa
GPA 3.4

Experience

Lucidity VR   Everett, WA
Embedded Systems Developer / Public Relations Assistant   Mar. 2014 to Aug. 2015
- Assembling hardware
- Researching, developing, and debugging software
- Performing demonstrations at conferences

Microsoft   Redmond, WA
Play Tester   May 2011 to Dec. 2014
- Playing an assigned video game
- Vocalizing opinion on the feel, flow, and functionality of the game play
- Reporting any bugs or glitches experienced

Notable Projects

Lucidity VR Prototype Demonstration   June 2014 to Aug. 2015
- Under a tight deadline, designs and assembles hardware into a single visually, aesthetic prototype.
- Demonstrates the prototype at the SIGGRAPH virtual reality conference in Vancouver B.C.

Medic!   Oct. 2015 to Dec. 2015
- Lead a team of four as a project manager to deal with technical, communication, and design difficulties during the development so that a working prototype was delivered for each milestone.
- Developed the external settings editing tool to make future map additions and game balance modification easy and accessible to the user.

The Attempt   Feb. 2016 to May 2016
- In a team of four as a multi role programmer, assisted in the design, development, and debugging during development so that a working prototype was delivered for each milestone.
- Developed the external settings editing tool to make future map additions, AI settings, and other game balance modifications easy and accessible to the user.
- Designed and implemented a audio event system to improve the game's flow and atmosphere resulting in better player immersion.

Egg Game   Sept. 2016 to Oct. 2016
- In a team of four as a multi role programmer, assisted in the design, development, and debugging during development so that a working prototype was delivered for each milestone.
- Designed and implemented a local multiplayer system using Xbox controllers resulting in the player's main way of controlling the game.

Gas Station Finder (Web App)   Apr. 2017 to May 2017
- Lead a team of two as the project manager and API(application programming interface) programmer, to maintain communication during development so that a working prototype was demonstrated for each milestone.
- Designed and implemented the Bing maps and MygasFeed application programming interfaces resulting in the primary function of the web application finding gas station near the user.

Activities

Campus Activities board at Landmark College · Technical Director   2013 to 2014
- Managing the setup of technical equipment
- Advising the board on purchases of equipment
- Assisting with events run by the board

Gaming Club at Landmark College · Club President   2013 to 2014
- Recruiting new club members
- Managing the weekly meetings
- Planning and managing events
- Acquiring and maintaining equipment