

KYLE ROBINSON

• computer games programmer •



ABOUT ME

A highly motivated and dedicated games programmer, seeking a career that allows me to collaborate with others, showcase my leadership skills, and effectively manage multiple priorities in a dynamic environment. With a keen eye for detail and a commitment to continuous learning, I am driven to contribute my skills and enthusiasm to the ever-evolving field of work and make a positive impact in a dynamic environment.

TECHNICAL SKILLS

Languages & APIs: C++ | C# | OpenGL | DirectX 11 | HLSL | SDL2 | Git | HTML5 | CSS3 | SQL

Tools & Technologies: Visual Studio 2022 | GitHub | Unreal Engine 5 | Unity | Visual Studio Code

EXPERIENCE

2021 - 2022 / 2023 - Current • Sumo Digital Ltd. - Junior Programmer

- Worked on a large codebase for a multi-million dollar live service game.
- Held regular sprint meetings with team members and collaborators in America.
- Gained experience with project management tools such as Jira for completing development tickets.

2021 (5 Months) / 2023 (5 Months) • McDonald's - Crew Member

- Took customer orders, and prepared several menu items - gathering relevant stock when necessary.
- Trained new employees on taking orders using the POS system and preparing desserts.

2023 - Current • The Perfume Shop - Sales Advisor

- Worked as a sales advisor and provided advice to customers on their perfume choices.
- Helped the team to both achieve their and exceed their sales targets, by managing relevant KPIs.

PROJECTS

Winter 2023 • Midnight Harvest [GitHub](#) [Video](#)

- A group game with a focus on farming, and planting crops, where I was the team leader.

Spring 2021 • Molecularity [GitHub](#) [Video](#)

- A physics-based sci-fi puzzle game, for a DirectX group project, where I was the lead programmer.

EDUCATION

Awards & Certifications

2019 - 2023 • Staffordshire University

BSc (Hons) Computer Games Programming (1st)

2018 - 2019 • South West College

Certificate of Higher Education in Computing

2016 - 2018 • Drumragh Integrated College

A-Levels

2016 - 2018 • South West College

BTEC Level 3

2016 - Current • Japanese Language

Japanese Language Proficiency Test

Relevant Modules & Grades

- Game and Graphical System Development (1st)
 - Games Engine Creation (1st)
 - Computing and Mathematics (1st)
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- Database Management (*Distinction**)
 - Software Development (*Distinction**)
 - System Analysis (*Distinction**)
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- Applied ICT (A*)
 - Moving Image Arts (C)
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- Certificate in Creative Media Production (Game Development) (*Distinction**)
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- JLPT N5 (*Limited Working Proficiency*)