

Kyle Thomas

Address: Available on request

Tel: Available on request | **Email:** Available on request

Portfolio: <http://kyle-thomas.com/>

LinkedIn: www.linkedin.com/in/kylejthomas

Experienced in multiple game engines including Unreal Engine and Unity
Great mathematics, analytical and problem solving skills
Ability to work as part of a team and communicate efficiently
Eager to learn and not afraid to jump right into a project
Knowledge of the SOLID principles and software design patterns

Technical Skills

- **Programming Languages:** C/C++; C#;
- **Scripting Languages:** Lua; XML
- **Development Tools:** Visual Studio; Xcode
- **Game Engines:** Unity3D; Unreal Engine 4
- **API and Libraries:** SDL; SFML; OpenGL
- **Physics Engine:** Havok
- **Source Control:** Git; SourceTree; Perforce
- **OS:** Windows; Linux; Mac

Experience

Zelcon Games | Volunteer Programmer

C# and Unity | Oct 2014 – Sept 2016 (2 years)

First-person, futuristic puzzle-adventure game for Steam (PC)

- Implemented user interface with functionality, including controller compatibility
- Improved upon the meter system (hunger, insanity, health and energy)
- Prototyped a dialog system
- Implemented graphic options

Academic Experience

Drojan | Generalist Programmer

C++ and Unreal Engine | Oct 2016 – Apr 2017

3D stealth/puzzle hacking game

- Implemented artificial intelligence using C++ which interacted with Unreal's Behavior Tree
- Programmed a playable drone character
- Implemented object interaction for the puzzle screens
- Added a health regeneration platform to heal the drone

Education

University of Bolton

Bachelor of Science in Games Programming

Sept 2014 – May 2017 (3 years)

Key modules:

- Applied Physics Grade: 81 A
- Games Hardware Architecture and Peripherals Grade: 71 A
- Portfolio Project Grade: 79 A

Graduated with: First-class Honors (1st)

Pendleton Sixth Form Centre

BTEC Level 3 Extended Diploma in Information Technology Software

Sept 2012 – June 2014 (2 years)

Graduated with: Distinctions

Hobbies

Keeping fit, travelling, programming games, gaming, computer building, video editing, playing instruments, website development

References

Available on request