

Kyle Mulvey

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OBJECTIVE:

Seeking a software engineering internship using strong programming skills in C++, C# and Unity.

EDUCATION

Rochester Institute of Technology (RIT), GPA: 3.44

Expected May 2021

- Bachelor of Science, Game Design and Development, *Dean's List Recipient*
- Relevant Coursework: Data Structures and Algorithms II, C++ Programming, Web Design (JavaScript, HTML, CSS, PHP), Unity Game Development, Game Design and Development, Advanced Japanese I

SKILLS

Development Languages: C/C++, C#, Python, JavaScript, PHP

Engines/APIs/IDEs: Visual Studio, VS Code, Unity, Unreal, PixiJS, PyCharm

Version Control: Git, GitHub

OS: Linux/Unix, MacOS, Windows, Android, PS4

Technical Skills: Debugging, Design Documentation, Object Oriented Programming

Foreign Languages: Japanese (2 years)

PROJECTS

Bee Street

November 2021 - PRESENT

- Arcade game made in GB Studio.
- Created all sprites, animations and UI in GIMP.

Match-3 Mobile Game

November 2020

- Match 3 mobile game made in Unity.
- Programmed grid populated with randomly generated shapes.
- Designed all assets and UI.

Boats, Booze, and Betrayal

February 2019 - January 2020

- Pirate-themed strategy board game.
- Exhibited at Rochester Game Festival.
- Designed and developed game with 4 other students.
- Prototyped, conducted playtests, iterated, wrote design docs and rulesheets.

WORK EXPERIENCE

Rochester Institute of Technology - Teaching Assistant

Fall 2019

Intro to Web Technology for Game Developers (JavaScript, CSS, HTML).

Assisted professor by answering any questions the students had during in-class exercises.

Outside of class, graded assignments and answered students' questions via email.

EXTRACURRICULAR

Video Game Development Club: Discuss video game development topics/techniques with other students and present any video game projects to the club.

Electronic Game Society: Play games and socialize.

Crash Test: Playtest my own and other students' board games.