Corona, CA

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Kyle Turchik
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User Interface Programmer

Inspired programmer with 2+ years of game industry experience emphasizing UI/UX development for consoles, PC, mobile and AR/VR applications. Driven by collaboration with multidisciplinary teams in an iterative and agile environment. Recognized for elevating professional projects with commitment to quality and innovation.

EDUCATION

Bachelor of Science, Computer Science   **Cum Laude**
California State Polytechnic University, Pomona, CA   Major GPA: 3.6/4.0

EXPERIENCE

INFINITY WARD | *UI Scripter – Call of Duty: Modern Warfare*   **10/2018 – Present**

Implement, maintain, optimize, and expand a wide array of core UI features and systems, both front-end and in-game, for single player, co-op, and multiplayer modes using C++, Lua, and proprietary tools.

♦ Develop and maintain UI features as the owner of loot/customization menus, player comms/CRM systems, single player and co-op frontend flows, store/battlepass features, and various in-game HUD elements.
♦ Collaborate with network engineers to implement, improve, and debug player challenge/level progression systems, custom game lobby setup flows, and cross-platform player profile and party features.
♦ Commended for supporting designers and artists by identifying and solving technical roadblocks.
♦ Maintain existing UI development tools and optimize or develop systems to facilitate new designs.
♦ Support controls for multiple input types (gamepad/keyboard) on PC and consoles (PS4/Xbox One).
♦ Implement telemetry to track information about player interactions with UI features for data analysis.
♦ Participate in code reviews, promoting readable, maintainable, and extensible UI widgets and systems.
♦ Debug, resolve, and provide feedback on both technical and design related UI issues.

WAREPLAI | *Gameplay Programmer*   **01/2018 – 08/2018**

Created core gameplay features for augmented reality games using Unity with Vuforia and ARKit/Core.

♦ Developed a successful game prototype that achieved 235% of its Kickstarter goal. (tiny.cc/ReignOfCthulhu)
♦ Enhanced performance and memory efficiency on mobile devices for multiple platforms and resolutions.
♦ Created simple custom shaders in HLSL to mask and project objects for seamless AR transitions.
♦ Streamlined integration of assets by coordinating with stakeholders and teams of artists and engineers.

BLIZZARD ENTERTAINMENT | *Software Engineer Intern*   **06/2017 – 09/2017**

Developed, from prototype to final product, a rich single-page web application using JavaScript with WebGL.

♦ Exceeded expectations by proposing and prototyping a new feature that became the project's centerpiece.
♦ Created a 3D rendered display of large real-time data streams from Protocol Buffers over WebSockets.
♦ Interfaced with asynchronous operations of APIs using promises, callbacks, and robust error handling.
♦ Solved a critical framerate limitation using object pooling and object-oriented patterns with WebGL.

PERSONAL PROJECTS

Augmented Realms | *AR Tabletop RPG Simulator* (Unity, HTC VIVE)   **12/2017**
♦ Built tools for a procedural mesh-based level editor shared live over a multiuser Photon network.

Red Dwarf | *VR Space Sim Game* (Unity, HTC VIVE)   **05/2017**
♦ Implemented world space UI, weapon physics, and player controls using SteamVR and VRTK.

Elemental Fury | *VR Multiplayer Game* ("3rd Place Overall" at BeachHacks 2017)   **04/2017**
Battle of the Bards | *Rhythm/RPG Game* ("2nd Place Overall" & "Best Game" at HackPoly 2017) **02/2017**

ORGANIZATIONS

International Game Developer Association | *Chapter Board Member*   **09/2018 – Present**
Student Game Developer Alliance *(sgda.io)* **|** *Founder, Outreach Director*   **02/2017 – Present**
Cal Poly Pomona Game Design & Development Club | *President*   **03/2016 – 06/2017**

TECHNICAL SKILLS

Languages: (Proficient) C# ♦ C++ ♦ Lua   (Prior Experience) Java ♦ JavaScript ♦ Python
Tools/APIs: Unity 5+ ♦ Visual Studio ♦ Perforce ♦ Git ♦ VRTK ♦ OpenGL ♦ WPF ♦ JIRA ♦ Confluence
Experience: UI Engineering Patterns ♦ Object-Oriented Design ♦ Optimization & Profiling ♦ Agile/Scrum
♦ Memory Management ♦ VR/AR Development ♦ Client-Server Model ♦ 3D Graphics/Math