KYLI ROUGE

Programmer | Kyli@BHStudios.org
Graphic Artist | +1 (404) 500-8811

Objective: Build on my foundation skills as an entry-level game programmer and artist.

Experience

- Used **Unity** game engine to create a casual ball-shooting game for **Android, iOS, & PC**. Written in **JavaScript & C#**, the player shoots from a fixed point at a string of moving colored balls to match & eliminate them before they make it to a black hole that ends the game. This game used fundamental manipulation rules in 15 modules for movement, shooting, collisions, scoring, & other actions.
- Used **Java Swing** to create a multipurpose timer, instant messenger, database accessor, Sudoku game, & several other desktop & browser apps. Paired Java with several other languages, including **XML, INI, SQL, PHP, & HTML** for different purposes.
- Used **Visual Basic** for several graphical user interfaces using **Windows Forms**. These GUIs adapt to window size & make use of Windows APIs.
- Uses **sketches, UML diagrams, design documents, & other methods** to determine levels of design for user interfaces, data structures, & testing to ensure quality of work.
- Uses various tools like Autodesk's **Revit, Maya, & 3DS Max**, as well as **Blender, Terragen, & Unity** to create character, object, terrain, hard-, & soft-surface models.
- Uses various tools like **Photoshop, Inkscape**, & other image editors to make texture, normal, shine, & other **UV maps** to apply to models.
- Created AI systems such as **agents, pathfinders, neural networks, genetic algorithms**, etc. using **Java, Objective C, C#, & other C-like** languages.
- Utilized **finite-state machines** & other automata to define game mechanics.
- Experienced with designing graphics, including **in-game scenes, branding, & UI design**, in industry tools such as **Photoshop, Illustrator, & Visio**.
- Experience making apps for **Android 4.0+ tablets & phones**, & older versions using Google Support Services & Repository. Used Maps API, read sensor data, made SVG image view.

Technical Profile

Programmer

- Java | C | C++ | C# | Objective-C
- JavaScript | Ruby | Python
- HTML5 | CSS3 | PHP | XML | XSL
- Haskell | Lisp | Prolog | COBOL
- Android | iOS | Windows 8
- Browser extensions & apps
- PSP & TSP software engineer

Can learn any programming language in 1 week

Artist

- Graphic Design: Vector | Raster
- Photo touchup & manipulation
- Photoshop | Illustrator CS3-6
- Autodesk Revit | Maya | 3DS Max
- Blender | Terragen
- Inkscape | GIMP | PhotoImpact
- User interfaces

See also my online art portfolio at
http://folio.Kyli.BHStudios.org

Education

- Columbus State University **(2014)**
  - Bachelor of Science in Computer Science (Focus in Games)

Professional Experience

- University System of Georgia – Information Technology Services **(2012 – 2014)**
  - Web developer & designer