Resume of Kyle Cavasos

Email: kyleecavasos@gmail.com
21891 E Martin Dr #8
Porter Texas 77365
(281) 475 7441

Career objective:
- Learn from the best, make cool games and meet great people

Main Programming Languages:
- C++
- Blueprint (UE4)
- C#

Main Development Software:
- Unreal Engine 4
- Unity 3D
- Visual Studio

Other Software:
- Blender
- Substance Painter
- MakeHuman
- Vuforia
- Metaio
- ARToolkit

Peripheral experience:
- HTC Vive
- HoloLens
- Android / iOS
- SoftKinetic
- Oculus Rift
- LeapMotion
- Tango
- ODG R7

Education:
Associates of Game Programming, December 2011 Lonestar College, Kingwood, TX (4.0 GPA)

Work Experience:

Fuel.Tech - Software Engineer
July 2014 - November 2017 (3 years 5 months)
Worked as development lead to produce safety training simulations, technology demos, and engaging interactive experiences for small companies and fortune 500 companies alike.
- Managed clients, coordinated deliverables, and kept development team priority focused
- Designed and developed projects meeting rigorous client specifications
- Organized coordination between art and programming teams

Laser shot - Simulations Programmer
February 2012 – July 2014 (2 years 6 months)
Worked with development team to produce firearm training software for military and law enforcement.
- Developed first iron sights zeroing software using flash.
- Developed over 15 titles using UDK, Flash, and Unity.
- Worked on high value contracts reaching upwards of $1,100,000.