

Kyle Cavasos - Game programmer

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Career objective:

Learn from the best, make cool games, and meet great people.

Experience:

Firewalk Studios (Concord)(UE5) - Generalist Engineer

Bellevue, WA. March 2021 - Present

- Worked in the Core Tech team as a generalist supporting many departments including UI, Gameplay, and Systems teams
- Owned and developed character select system from prototype to ship implementing server authoritative selection along with lockouts, time management, fallbacks and configurations allowing unique mode behavior
- Developed and maintained level startup sequences for playing runtime cinematic overtop level load and post selection runtime cinematic showcasing team selections

Final Strike Games (Rocket Arena)(UE4) - Gameplay Engineer

Bellevue, WA. April 2018 - March 2021

- Developed client side integration of equippable profile cosmetics and gameplay items
- Collaborated and developed in game perk and leveling system, third person camera, character select and more
- Optimized memory usage to fit within console needs (Xbox One and PS4)

Fuel.Tech - Software Engineer (UE4, Unity)

Houston, TX. July 2014 - November 2017

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
- Owned and developed projects in Unity and UE4 from inception to delivery

Laser shot - Simulations Programmer (UDK, Unity)

Houston, TX. February 2012 – July 2014

Worked with development team to produce firearm training software for military and law enforcement.

- Developed first iron sights zeroing software to be used in conjunction with projection calibration
- Developed over 15 titles using UDK, Adobe Flash, and Unity.
- Worked on high value military contracts used to train soldiers marksmanship
- Developed platform for modular course creation and development that is still in use today

Education:

Associates of Game Programming, December 2011 Lonestar College, Kingwood, TX