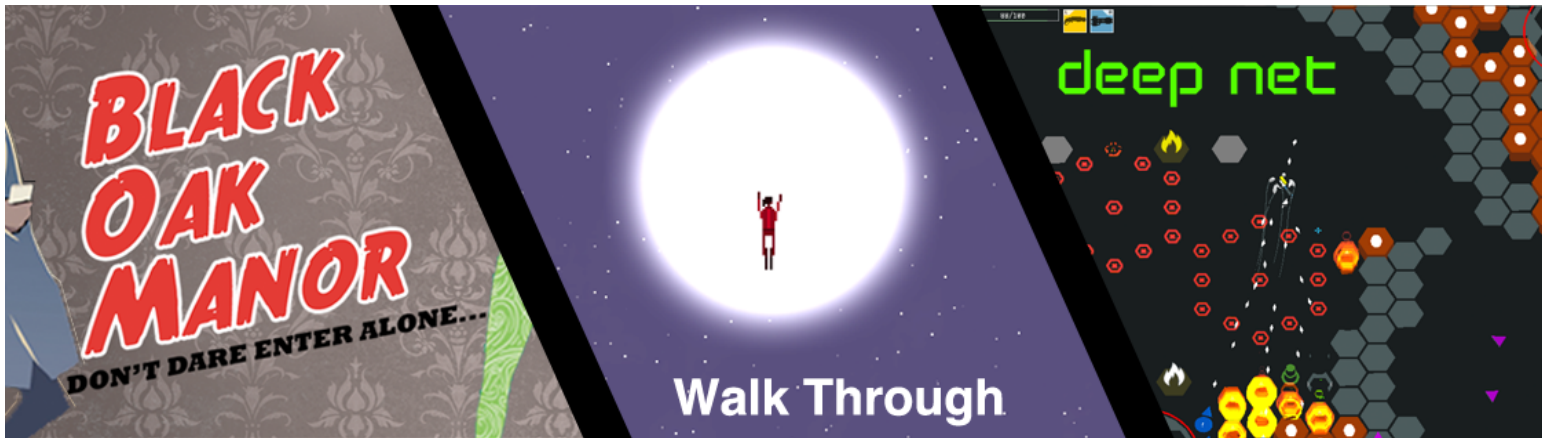


Kyle Blevens

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Objective

Join a creative, organized, and talented team in producing real-time interactive experiences, in the realm of games or productivity software. I'd like to collaborate with the best.

Education

Georgia Institute of Technology - *Bachelor of Science in Computational Media* – 3.93 GPA

Experience

Microsoft

Program Manager - Do More Experiences in Skype (ASG) April 2015 - Present

- Program Manager for several feature areas, working with 5 to 10 programmers and 2 to 3 designers to develop collaborative productivity software
- Manage the team backlog, write functional specs, wireframe designs, plan and analyze telemetry, triage bugs, and coordinate with other teams to develop features

Program Manager Intern - MSN (ASG) May – August 2014

- Launched the Lifestyle vertical of the MSN site
- Designed community discussion and content generation concepts
- Assisted with a user research study performed abroad in Hamburg, Germany

Primal Screen

Designer-Developer Intern May – August 2013

- Developer of *Jousting Challenge*, a Unity game published to Flash
- Designed the mechanics based on the *Mike the Knight* children's TV series

Cartoon Network

Quality Assurance Intern Jan – April 2013

- Tested and reported issues for over 20 mobile and web games
- Created test cases based on game documentation

Skills

Software: Word, PowerPoint, Excel, Illustrator, Photoshop, Unity, Maya

Programming: C#, HTML / Javascript, Node.js, Java, Python

Activities

IndieCade

Speaker – Unity Architecture Tricks October 2015

- Gave a talk on useful programming practices in Unity including Object Pooling, State Machines, Collision Mapping, Editor and Inspector Customization

Recent Personal Work

Twitter Plays Chess Feb 2016 - Present

- Building a bot in Node.js that lets users play Chess via Twitter

Deep Net Prototype May 2015 - Present

- Developing a procedurally generated, open world hex-based exploration and combat game with one member of indie studio Spry Fox

Gamkedo GameDev JumpStart September 2015

- Gave two one-hour lessons on Game Programming Patterns and Procedural Generation, with a simple terrain demo for illustration

Georgia Tech Game Studio

Electro Terrestrials Aug – Dec 2014

- Developed an action-strategy local multiplayer prototype into a free mobile game
- Released the game through the Apple App Store

Agent & Operator Jan – May 2014

- Designed and prototyped an action game leveraging incomplete but shared info between a player in Oculus and another on iPad to complete objectives

VGDev Club

Black Oak Manor Oct 2010 – Dec 2011

- Designed and implemented system-wide game architecture and networking
- Networked all game components: combat, generated levels, player status, etc

Global Game Jam

Walk Through – Indie Bits 2014 “Best Experimental” Winner November 2014

- Made an experimental video game vignette about a high school romance focused on using game feel to express and evoke emotions

Tribulation – Best Collaboration Winner January 2013

- Created a two player maze-running game addressing social issues of discrimination with a five-man team, in 48 hours