

Kyle Langley

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SUMMARY

I am a game developer who has worked on projects which have shipped on Xbox360, PS3, iOS and PC and have experience with modern game engines including Unreal Engine 4 and Unity 5.

JOB EXPERIENCE

Epic Games, Inc – Junior Designer

2016-Current

Responsible for assisting other designers with Fortnite hero design, including abilities, weapons, stats, and what information is displayed to the player. This includes prototyping, implementation, bug fixing, and polish. Primarily work with the Blueprint visual scripting language.

Epic Games, Inc – Engine Support Technician

2016-2016

Primarily responsible for user submitted issues and testing related to UE4 networking, for both the engine and game frame work.

Vex Studios, LLC – Multi-Player Programming

2015-2016

Developed multi-player code for three game play classes, six weapons, twelve abilities, and nine game play events. Also, supported User Interface development by helping develop the interface between Adobe Flash's "Action Script" and Unreal Development Kit "Unreal Script" languages.

Emotional Robots, Inc. - Technical Design and Programming

2013-2015

Worked on Warm Gun, Carnival of Bullets, Project Survivor, and Maximum Overdrive as a technical game developer which included tasks implementing dynamic game play objects, such as AI Paths, Destructible Objects, Weapons, Vehicles, and Cinematic. All four games were developed for iOS.

High Moon Studios - Junior Designer

2012-2013

Assisted Level Designers with the task of polishing game world collision, which was the process of making sure that all collidable surfaces were smooth and left no area in which a player could exit the playable space. This work was for five single player campaign levels and three multi-player levels.

EDUCATION

Epicodus

01/04/2016 – 04/18/2016

Learned full stack production through test driven development using Sinatra, Ember, and Rails, using the languages, Ruby and JavaScript.

SKILLS & EXPERIENCE

Single player and multi-player Game programming and development with Unreal Engine 3 and 4, Unity 5.

iOS development and deployment to the Apple Store.

Web Development using Ruby/Rails and Javascript.

Languages

C / C++

C#

Unreal Script

Ruby

JavaScript

Engines

Unreal Engine 3

Unreal Engine 4

Unity 5

PROJECTS / ACCOMPLISHMENTS

Author

Basic Programming and Problem Solving.

Learning Unity iOS Game Development.

Learn Programming with Unreal Script.

AAA Game Development

Transformers: Fall of Cybertron at High Moon Studios.

Fortnite at Epic Games, Inc.

Indie Game Development

Jeklynn Heights at Vex Studios, LLC.

Warm Gun, Carnival of Bullets, Project Survivor, Maximum Overdrive at Emotional Robots, Inc.

Web Development

Squad and Cocktail, at Epicodus.