**Kyler Emmerich**

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# Objective

To obtain a software-developer position where there is a need for a quick learner who works well with others to complete tasks on time and within budget.

# Education

*University of Wisconsin – Stout, Menomonie WI*

* Bachelor of Science, May, 2016
* Game Design & Development Major with concentration in Computer Science
* Math Minor
* GPA: 3.48

# Software Skills

* Fluent in C++, Java, CSS, C#, Javascript, HTML, Android & Unity
* Familiar with Python, Dreamweaver, Eclipse, Qt Creater, Jgrasp, Swift, C, Objective C & Game-Maker, Unreal Engine

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| **Relevant Coursework** | **Group Projects** |
| * Mobile Development in Android
* 3D Game Design & Development
* Software Engineering
* Physics Models in Games
* 2D Game Design & Development
* Math Foundations of Computer

Graphics* Algorithms & AI
* Data Structures
 | * Programmed Tic-Tac-Toe game

complete with AI* Implemented Doppler Shift of Light for

Physics in Games * Programmed the game “Battle for

Knowledge” For 2D Game Design* Programmed the game “Sanctuary in

Darkness” for Introduction to Game Design |

# Games/Software Experience

*Rice Lake Weighing Systems, Rice Lake WI – Summer 2015*

* Created an app used as an extra tool to be provided with scale purchases
* Learned much about programming (java and android) and took part in the programming process of the app from start to finish

*3D Game Design and Development - Capstone Course*

* Worked with a group of 12 students to create a 3D game, using Unity, from concept to release
* Worked as the primary mechanics programmer and designer in charge of designing and implementing the major game mechanics into the game
* Programmed all the puzzles within the game

**Honors/Awards**

* Chancellors Award of Academic Excellence -Spring & Fall 2014, Spring 2015 & Spring 2016

# Additional Experience

* Line worker at Marathon Cheese, Medford WI – Summer 2013 & 2014

**References on Request**