

J. Kyle Pittman

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Experience

Minor Key Games

Frisco, TX

Founder

July 2013 - Present

- Co-founded Minor Key Games, LLC in July 2013.
- Sole developer, *Super Win the Game* (2014), *Gunmetal Arcadia Zero* (2016), *Gunmetal Arcadia* (2017).
- Designed, developed, released, and maintained games in a proprietary engine written in C++.
- Ported engine and games from Windows (DirectX) to Mac OS X and Linux (OpenGL + SDL).
- Developed custom tools in C++, C#, and Python, including level editing, animation, audio synthesis, and build process tools.

Gearbox Software

Plano, TX

Programmer

April 2007 - July 2013

- Developed games in Unreal Engine 3 using C++ and UnrealScript for PC and console (Xbox 360, PlayStation 3).
- Implemented gameplay and UI/HUD features in *Borderlands* (2009), including vehicle and projectile systems.
- Developed core UI/HUD technologies around Scaleform middleware and additional gameplay features for *Borderlands 2* (2012).
- Provided shipping support and bug fixes for *Brothers in Arms: Hell's Highway* (2008), *Duke Nukem Forever* (2011), and *Aliens: Colonial Marines* (2013).

Skills

Languages: C++, C, C#, HLSL, GLSL, UnrealScript, Java, JavaScript, Python, PHP, SQL
Platforms: Windows, Mac OS X, Linux, Xbox One, Xbox 360, PlayStation 3
Engines: Proprietary, Unreal Engine 3
Technologies: DirectX, OpenGL, SDL, Steamworks, Scaleform, FMOD, libvorbisfile

Education

The Guildhall at SMU

Plano, TX

Master of Interactive Technology in Digital Game Development

March 2007

- Specialization in Software development
- GPA: 3.923

University of Nebraska-Lincoln

Lincoln, NE

Bachelor of Science in Computer Science

May 2005

- Minor in Mathematics
- Graduated with Distinction
- GPA: 3.842