

J. Kyle Pittman

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Experience

Activision

Carlsbad, CA

Senior Software Engineer

November 2017 - June 2018

- Developed tools and gameplay systems in Unreal Engine 4 for a co-op first-person shooter.

Minor Key Games

Frisco, TX

Co-founder

July 2013 - Present

- Sole developer on four commercially released indie games.
- 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 for level editing, animation, audio synthesis, and build process.

Gearbox Software

Plano, TX

Programmer

April 2007 - July 2013

- Developed games for PC and seventh-generation consoles in Unreal Engine 3 using C++ and UnrealScript.
- Implemented gameplay and UI/HUD features in *Borderlands* (2009), including vehicle and projectile systems.
- Developed core UI/HUD technologies utilizing Scaleform middleware, wrote and maintained gameplay features for *Borderlands 2* (2012).
- Provided shipping support and bug fixes for additional titles.

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 4, Unreal Engine 3

Technologies: DirectX, OpenGL, SDL, Steamworks, Scaleform, FMOD, libvorbisfile

Education

SMU Guildhall

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