

# Kyle van Winkoop

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## EDUCATION

### Bachelors of Applied Science in Computer Engineering

UNIVERSITY OF BRITISH COLUMBIA

GPA: 3.75

Vancouver, BC | May 2024

## WORK EXPERIENCE

### MEMORY MONSTER | UNITY DEVELOPER

Vancouver, BC | February 2024 – Present

- Published and supported a functional mobile memorization app on the Apple App Store
- Designed, developed, managed and tested a mobile frontend, backend and web dashboard in .NET C# and JavaScript
- Produced and managed a MongoDB database and Node.js server through AWS
- Integrated third party text to speech and voice recognition systems into a Unity project.

### ALIANZA | QUALITY ASSURANCE INTERN

Vancouver, BC | May 2021 – September 2022

- Wrote extensive quality reviews for over 40 mobile features
- Analyzed user data to establish user requirements for 3 separate projects
- Developed and executed over 60 feature specific test plans for IOS, Android, Windows and Mac.
- Developed a robust test automation system to execute and verify simple test cases automatically

### UBC GAME DEVELOPMENT CLUB | PRESIDENT

Vancouver, BC | March 2019 - May 2024

- Managed 40 project teams of 11-12 members over 4 years
- Tested and verified over 30 submitted game projects for an annual showcase
- Worked with a team of 6 club executives to organize weekly club events
- Supervised and participated in active development in Unity using C# with the teams.

## PROJECTS

### SIDETRACKED

UNITY, 3D MODELING, C#, STEAM, NETWORKING

Worked with a team of 12 to develop a casual action RPG. I planned, documented and developed three main game play features. We completed and published a demo for 2021 Steam Next Fest.

### STAR FARM

UNITY, C#, GAME DESIGN

Developed a Unity game in a team of 10 over 8 months. I implemented and tested user interface and back end game systems in C# and worked with artists and writers to design game systems and interfaces. We won the UBC Gamedev's Game of the Year award at the 2019 End of Year Showcase.

### AMS TETRIS

JAVASCRIPT, HTML, COMPUTER NETWORKING, CONCURRENCY

Designed and developed a JavaScript web game for use in a public smart mirror device. I worked in a team of 6 to program a multiplayer server-client architecture for use in the game where we deployed and maintained the public game for student use for over 2 years. I worked with Node.js, MongoDB and Express.js to develop a sophisticated websocket system to run the game.

### RIVER STURGE

UNITY, 3D MODELING, C#, GAME DESIGN, SHADERS

Developed an small Android game for the Nechako White Sturgeon Recovery Initiative. The game was a simple runner style game where you played as a sturgeon swimming straight down a river made to run on a information kiosk. I modeled and textured 3D assets, programmed behaviour and designed the user interface for the game before submitting it to the NWSRI.

## SKILLS

**Systems:** Jira, Monday, Slack, Microsoft Teams, IntelliJ, Visual Studio

**Languages:** Bash, Python, JavaScript, HTML/CSS, Java, C, C++, C#

**Technology:** Azure, AWS, Git, P4V, TortoiseSVN, Docker, MongoDB, Node.js, Unity, Godot, L<sup>A</sup>T<sub>E</sub>X,