

# KYLE HERMER

| OTTAWA, ON | (613) 200-0196 | [www.kylehermer.com](http://www.kylehermer.com) |

## SKILLS

---

### Languages

- **C/C++** - 3 years of experience creating games and projects from frameworks and/or engines. Highlight is creating an ECS system for a competition.
- **C#** - 2 years of experience creating some threaded messaging projects (VS) and developing games (Unity).
- **OpenGL/HLSL** – 1 year of experience creating shaders in a framework and used HLSL in Unity to create basic shaders like fading and an outline.

### Game Engines

- **Unreal Engine** – 1 year of experience creating games using blueprints and C++ classes that interfaced with each other.
- **Unity Engine** – 2 years of experience developing using Unity, 1 year of using it in team projects.

### Networking Engines

- **Photon, Unreal** – 1 year of experience of using Photon in unity and used Networking Subsystems for 4 months in Unreal.

### Physic Engines

- **Box2D/Bullet3D/PhysX** – Used Bullet3D in a framework to create a small FPS demo project with custom UI. Used PhysX in engines to create physics-based projects.

### Other Software / Version Control

- **Assembla/SVN and GitHub** – 2 years of experience with SVN (Checkout, logs, Card wall, Milestones, Metrics etc.). 2 months of experience with Git using TortoiseGIT.
- **Agile Development** – 1 year of experience performing daily scrum, meetings, code reviews.
- **Adobe Suite (Photoshop, Illustrator) / 3DSMax** – Used throughout college.

