**KYLE HERMER**

**| OTTAWA, ON | www.kylehermer.com**

***SKILLS***

**Languages**

* **C++** - 8 years of experience creating games/applications and projects from frameworks and/or engines. 3 Years in college and 5 years of professional usage for application development.
* **C#** - 2 years of experience creating threaded messaging projects (VS) and 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.

**Engines**

* **YouiEngine** – 5 years of experience working with a C++ cross platform proprietary engine, similar to a game engine, but for applications. Worked with custom CLIs and build tools, and deployed to multiple platforms with a single codebase (some exceptions).
* **Unreal Engine** – 1.5 years of personal 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.

**Design Philosophies, Other Software / Version Control**

* **Agile Development, Git, and GitHub** – 5 Years of professional experience using Git/GitHub for code, branches, pull requests and code reviews. Used Jira for issues/tickets, and confluence for docs. Used GoogleMeet, WebX, and Zoom for daily scrums. Used various apps for OnCall.
* **Assembla/SVN** – 2 years of experience with SVN (Checkout, logs, Card wall, Milestones, Metrics etc.).
* **College Agile Development** – 1 year of experience performing daily scrum, meetings, code reviews.
* **Adobe Suite (Photoshop, Illustrator) / 3DSMax** – Used throughout college.

**Networking and Physics Engines**

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

***EXPERIENCE***

**2019-2024 You.i TV / Warnermedia / Warner Bros. Discovery**

* Worked on **Bleach Report Live** (tvOS, Roku, AndroidTV and consoles[Xbox/PS4]) - Performed engine updates, refactored how we handled package package plans from the backend to support new features for tile and row display, implemented feature updates, and worked on a port of the app for the Playstation 4.
* Worked on **TBS/TNT** (Xbox) - Upgrading the engine used to a newer version since the one used was very out of date. Required refactoring of some parts of the codebase.
* Worked on **Toutv [Radio Canada]** (AndroidTV, FireTV) - Implemented new features like QR Code Login, and updated tile info.
* Worked on **HBOMax** from the beginning after the buyout, replacing the in market apps with one from scratch (Roku, AndroidTV, FireTV, consoles) - 2.5 Years
* Worked on **Max** from the beginning after the second buyout, replacing our previous app (AndroidTV, FireTV, SetTop Boxes) - 2 Years - Implemented the MyStuff page and grid, including the lane status behaviours and focus directions. Implemented a VPN Error handling service to handle backend responses and perform the correct behaviour. Worked with UX and implemented profile ratings that show an updated grid of assets for the previewed rating, and handled new responses from the backend. Worked on handling the 2FA APIs from the backend and implemented logging in by mobile number. Unit tests were also written for code being implemented.

**2019 Isolated Intelligence - Game**

* Made in 8 months in Unity Engine using C#
* Networked 2 player co-op grappling puzzle game
* Brought unique ideas to code reviews. Created a Network Manager that uses Photon. Created grappling physics using configurable joints.
* Collaborated with artists to integrate models and animations using a guideline/layout. Used animators and the animation window to implement player animations as well as animations like a loading screen fade to black.
* Created an options and settings menu that is easily expandable, using Unity UI Events (OnClicked, OnValueChanged etc.). Used a MenuManager system I created in collaboration with another member.
* Worked with design to help debug and create efficient and editor friendly scripts.
* Implemented a radial wheel menu that is editor friendly. Used this for an emote system that players could use.
* Created tools such as a spline tool (online reference), and a cutscene manager tool used to test cutscenes and control camera cuts. Works in conjunction with Unity Animation.

**2018 Kart Racer - Game**

* Made in 4 months in Unreal Engine 4 C++
* Networked 4 player Battle Car Racer
* Debugging made easy due to designs
* Setup guidelines for Networking, design and problems
* Created a special ability system for players that socketed those specials above the vehicle (Tesla/Mortar).

***EDUCATION***

2016 to 2019 Algonquin College - Game Development - Woodroffe

* Advanced Diploma

2012 to 2016 Perth & District Collegiate Institute (P.D.C.I.)

* Obtained OSSD diploma

**REFERENCES**

Available on request