

# KYLE HERMER

| OTTAWA, ON | [www.kylehermer.com](http://www.kylehermer.com)

## SKILLS

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### 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 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).

### 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

- **Agile Development and 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 Zoom for daily scrum.

- **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.

## EXPERIENCE

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2019-2024

You.i TV / Warnermedia / Warner Bros. Discovery

- Worked on Bleach Report Live (tvOS, Roku, AndroidTV and consoles) - 8 Months
- Worked on TBS/TNT (Xbox) - 2 Months
- Worked on Toutv [Radio Canada] (AndroidTV, FireTV) - 3 Months
- 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

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 (OnClick, 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**

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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**

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Available on request