Kyle Tiley   Game Designer and Developer

kylestiley@gmail.com

kyletiley.github.io

Incessantly passionate about all things video games:
Playing, making, watching, thinking and talking about them.

Experience

Fifth Dimension Technologies (5DT)   **Jan 2024 - Present**
Software Developer
- Developed vehicle entities and training scenarios for mining and construction simulation software in NI-VR and VR.
- Executed master test plans during pre-delivery quality assurance, and provided client feedback support post-delivery.
- Designed and currently co-implementing a new software and simulator development training program.

Script Writer (Contract)   **Sep 2022 - Oct 2022**
Script WriterMental Checkpoint YouTube Channel
- Commissioned to co-write a YouTube video script relating to game design theory.

Education

IIE BCIS in Game Design and Development   **2021 - 2023**
Vega School Pretoria
- Graduated Cum Laude, receiving the *Pencil Award* for top student in the BCIS Faculty.

Achievements

SA Game Jam 2024   Winner of the Best Hobbyist and Best Narrative categories.

Vega Pretoria Custom Jam 2023   Winner of the Best Overall Game category.

The Campus Game Jam 2022   Winner of the Best Educational Game category.

Skills

Programming Languages
- C#   • GDScript   • C++   • Lua

Software
- Unity   • Godot   • Git   • Linux

Miscellaneous
- Systems and Mechanics Design   • Formal and Creative Writing
- Problem Solving and Critical Thinking   • Time Management and Adaptability