

kyle@kylejbolton.com  
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# Kyle Bolton

Game Developer

## Skills

Game design and deconstruction  
Rapid level design and iteration  
Development and implementation in Unity  
Gameplay programming using C# and UnityScript  
Knowledgeable of Adobe Photoshop, Illustrator and Flash

## Experience

Thrust Interactive  
Independent Contractor  
October 2013 - Present

*Implemented UI*  
*Scripted gameplay elements*  
*Created wireframes and workflows*

## Projects

Prisma  
PC, Mac  
Unity  
June 2012 - Present

*Multidimensional, side-scrolling platformer.*  
*Managed and coordinated team of eight.*  
*Designed core mechanic and levels.*  
*Scripted gameplay features.*  
*SCAD Entelechy 2013 Level Design finalist.*  
*SCAD Entelechy 2013 2D Game (System Design) finalist.*  
*Finalist in 2014 E3 College Game Competition*

Mondrian  
PC, Mac, Web  
Unity  
April 2013

*Abstract puzzle platformer.*  
*Developed for Ludum Dare 48-hour jam.*  
*Solo project.*

## Education

Savannah College of Art & Design  
November 2013

*B.F.A. in Game Development*  
*Game Club President: May 2013 - March 2014*  
*GPA: 3.63*