

Kyle Neubarth Systems Designer | Tools Programmer

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Seasoned developer with extensive professional experience in mainline game engines and the tools that power the development process. My proven track record of delivering quality code and designs on tight client deadlines make me a good fit for a team that cares about communication, efficiency, and user experience. I'm looking forward to bringing my expertise in systems design, internal tooling, and UI/UX to my next role.

SKILLS

C#, C++, Unity, Unreal Engine 4/5, Git, Perforce, Figma, Steamworks, Epic Online Services, FMod, VS2022, Rider, GitLab, CI/CD, Clickup, Go, Java, GameAnalytics, Linux

EXPERIENCE

Technical Designer/Programmer – Bolder Games

Sept 2022 – PRESENT

- **Delivered on contract projects for Operative Games, including internal VR work and their upcoming game “The Operative”.** Developed in Unity for the Meta Quest and managed Unreal facial animation, game logic, crash reporting for The Operative. Implemented composer assets into a dynamic audio system using FMod.
- **Lead development and shipped our Unreal Engine run-and-gun platformer “Virballs”.** Responsible for designing and balancing various gameplay systems including collectibles, level generation, and arena challenge gamemode. Created procedural hexgrid system that levels are built on. Wrote dialogue and achievement systems compatible with future localization and porting efforts. Wrote robust Unreal Editor tooling for our level creation workflow and maintained a wiki of commands and guides. Coordinated QA effort and closed 200+ tickets during development. Worked with our composer to implement dynamic layered audio for bosses, abilities, and enemies. Configured Steam and EGS releases, achievements.
- **Designed user interfaces and architected systems for “Nexus”, an animation and lip sync plugin for Unity and Unreal Engine focused on lifelike characters.** Developed our Performance Composer, a GarageBand-esque interface that had versions both in Unity, Unreal, and as a standalone app. Wrote cross-engine dotnet library to power character “Timelines”. Wrote lip sync systems for the Unreal side, handled documentation and support for clients. Created workflow for Unit and Integration Tests using GitLab runners, and oversaw their adoption by the team.
- **Rapid prototyping and playtesting for internal projects.** Coordinated demos, compiled and organized feedback. Developed an asymmetric networked dungeon crawler using Unreal’s Online Subsystem and created a grid-based dungeon designer.
- **Completed numerous client projects in Unity and Unreal.** Produced projects for Disney Imagineering, Disney AI character research, F1, and others.
- **Ran and maintained our local GitLab server.** Onboarded new users, automated backups and tasks, ran CI/CD pipeline, maximized uptime for our 500+ GB of projects.

Software Engineer – NIST

April 2020 – January 2022

- **Primary developer on “ARTV”, an AR Unity application for the Magic Leap designed to visualize teams of firefighters in large buildings.** Used Unity shaders and HRDP pipeline to visualize massive datasets on low end hardware. Created companion app using Android Studio and MQTT to transmit user location to the headset. Iterated on successive Figma wireframes and UI prototypes to improve user experience.
- **Contributed to research projects** using April Tags to track the geoposition of mobile devices in GPS denied spaces developed with Android Studio and Unity.

Bachelor of Computer Science – University of Colorado Boulder

2017–2021