

Kyle Garcia

Game Engineer

SUMMARY

A game engineer for six years and focusing on game engine technology. Knowledgeable in different areas of development such as mobile, web, server, and game development. Graduate of Asia Pacific College AB Multimedia Arts, and Master of Science in Computer Science.

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Experience



Aug 2021 – present

Lead Software Engineer at Cloudberry (<https://www.cloudberry.io/>)

SUMMARY

Haptiq is pioneering virtual twin simulators for training, planning and collaboration:

Highlights:

Team Management, Project Management, and Architecture Design

Sep 2020 – Jul 2021

Senior Software Developer at Play N' Go (<https://www.playngo.com/>)

SUMMARY

As a senior software developer, my responsibility is to deliver Play N' Go products with the highest fidelity and feasibility.

Along with the projects, a close collaboration with people in different practices is exercised.

Sep 2019 – Jan 2020

Senior Software Developer at Narrasoft (<https://narrasoft.com/>)

SUMMARY

NarraSoft's teams serve as an extension of our clients' operations who outsource digital solutions with excellence and quality in mind As a Senior Software Developer, I am closely involved with clients to collaborate further to produce the right product for them.

Languages



English :



Filipino :



Jul 2018 – Jul 2019

Lead Game Developer at MOS Studio (<http://tofuheroes.mos.asia/>)

SUMMARY

Initially, I was hired as a Backend Developer. With an initiative in mind, I proposed leading the Philippines game development team instead of improving its pipeline and delivering quicker. Being the lead, I was part of the decision process in the studio. I have handled different professionals from Artists, Developers, and Business Marketing. One initiative has also helped the studio save USD 5000/month in redundant services and streamlining the production processes.

- Saved USD 5000/month in bills
- Lead a development studio to success
- Released a game earlier than the proposed timeline

Volunteer



Jan 2012 – Jan 2013

Member of the Board of Directors at International Game Developer's Association: Philippines

(<https://igda.org/chapters/ph-manila/>)

SUMMARY

Manila is a chapter of the largest non-profit membership organization in the world serving all individuals who create games. The organization helps build the local game development industry by focusing on capacity building, connecting peers, and increasing awareness, not just in the Philippines, but also globally.

Education



Jan 2019 – Mar 2021

Master of Science in Computer Science from Asia Pacific College with GPA of 3.39

Jun 2011 – Apr 2015

Bachelor of Arts in Multimedia Arts from Asia Pacific College with GPA of 3.2

Skills



Game Development :

★★★

Unity C++ C# GLSL .NET

Web Development :

★★☆

HTML CSS Javascript Golang PHP .NET Core

WebGL

Mobile Development :

★★☆

React Native Javascript .NET Core Xamarin

Game Engineering :

★★☆

C++ OpenGL Scripting WebGL WebGL2

Programming Languages :

★★★

C++ C# Java JavaScript PHP Golang C Kotlin

Software Engineering :

★★★

System Architecture Programming Patterns

Compiler Theory Artificial Intelligence

Game Art :

★★★

Adobe Photoshop Adobe Illustrator Blender3D Spine

Animation 3D Modeling

Awards



Dec 2016

Best Paper from Conference on Remote Sensing and Geoinformation of Environment

Publications



Aug 2017

Streamlining Machine Learning in Mobile Devices for Remote Sensing (<https://www.spiedigitallibrary.org/conference-proceedings-of-spie/10444/1044407/Streamlining-machine-learning-in-mobile-devices-for-remote-sensing/10.1117/12.2279061.short?SSO=1>) **by RSCy2016**

SUMMARY

Created a platform that detects a virus in the samples of banana trees using OpenCV.