

Kyle Lirette

lirettekyled@gmail.com

WORK EXPERIENCE

Maritime Digital Art & Design

Apr. 2025 – May. 2025

Game Developer Intern

- ❖ Responsible for programming core interaction systems using Unreal Engine and blueprints.
- ❖ Worked on a project within tight deadlines, writing clean maintainable code.

Kohltech Windows & Entrance Systems

Apr. 2018 – Aug. 2024

Industrial Painter

Debert, NS

- ❖ Consistent attention to detail.
- ❖ Produced quality work under time constraints.
- ❖ Managed multiple tasks simultaneously.
- ❖ Ensured all deliverables meet quality standards.

Tim Hortons Warehouse

Nov. 2022 – Apr. 2023

Order Selector

Debert, NS

- ❖ Consistently ensured a 98% accuracy fulfilling orders within tight deadlines.
- ❖ Worked closely with team members to streamline processes.
- ❖ Demonstrated quick thinking and adaptability.

EDUCATION

Nova Scotia Community College - NSCC

Expected Apr. 2026

Diploma, Game Programming

Truro, NS

- ❖ Currently enrolled, focusing on Game Design, Programming and Career Development.
- ❖ Expanding my skills in C#, Unity, Game Design and Communication.

SKILLS & INTERESTS

- ❖ **Technical Skills:** Windows, Unity, C#, 2D Pixel Art & Animation (Aseprite), Game Design & Documentation (GDD), Version Control (Git), Sound Design (Bosca Ceoil & Audacity), Serialization (Json).
- ❖ **Soft Skills:** Adaptability, Attention to Detail, Focused, Team Player, Self-Motivated.
- ❖ **Interests:** Video Games; Making Music; Coffee; DND; WoW; Reddit; TV & Movies; Reading.