

Kyle Bostelmann

Melbourne · 0413.725.552 · bostelk@gmail.com

Job Objective

To obtain a game development position that will enable me to apply and develop my technical and business skills.

Experience

Xbox Developer, Self Employed

October 2010, Toronto

Published a Xbox 360 game on the Xbox Live Indie marketplace – Snake Jam, which currently has over 1000 trials and 100 purchases.

Teaching Assistant, McMaster University

September 2009 – December 2009, Hamilton

Assisted the Professor with Lab Demonstration/Supervision and Marking for his course, Digital Systems Principles and Logic. Instructed 28 students during Lab Sessions on the embedded device, development environment, and implementation.

Mobile Developer, Self Employed

August 2009, Toronto

Published a mobile phone application on the Android Marketplace – Trivia Quest, which currently has over 300 downloads.

Analyst, Soctiabank

Summer Internships, Toronto

Delivered Context Sensitive Support into LEAP Cash Management Solution. Collaborated with LEAP Retail to produce a User Interface prototype. Tested LEAP Cash Management Solution against written Test Cases. Developed a tool to automate the clean up of rate codes, which involved the removal of redundant, outdated, or invalid rate codes from the repository.

Education

University of McMaster, B.Eng

Present

Software Engineering and Embedded Systems (Graduate)

Huron Heights Secondary School

2007

Ontario Secondary School Graduate Diploma (Honours)

Programming

Verilog VHDL
C/C++/C#
Java
Python
SQL
BASH

Web

HTML/CSS
JSP/Django
AJAX/jQuery

Design

Photoshop
Illustrator

Development

Vim
Quartus II
Visual Studio
Eclipse
Ant/MSBuild
Android/iOS
Svn/Git/Hg

Testing

Unit Testing
CLR Profiler
BlackBox
PIX

Game

XNA
pyGame

Interests

Neural Nets
Procedural Gen
Origami

Portfolio

bostelk.ca