

KYLE WEEKLEY

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PROJECTS

Delvers' Deceit

January 2025 - Present

Independent Team Project - Design Lead

[Steam Workshop Page](#)

- Designed initial concept and gameplay for multiplayer game built around the prisoner's dilemma.
- Created and balanced in-game scenarios to facilitate shifting alliances between players.
- Built playable prototype in Tabletop Simulator and wrote digital rulebook.

Space Crab VS

January 2023 - June 2023

Independent Team Project - Enemy AI Designer / Developer

[Steam Page](#)

- Joined project in-progress to create enemy AI for upcoming single-player story mode.
- Programmed AI behaviors to avoid projectiles and utilize special attacks in AppGameKit.
- Implemented "intelligence" values to allow other developers to easily modify enemy difficulty.

The Shattering Swords

February 2021 - May 2022

MS GDD Capstone Project - Design Lead

[Dev Blog](#)

- Designed initial concept, combat system, and narrative for 3D Souls-like game.
- Developed event triggers using C# and arranged art assets in Unity to construct tutorial village level.
- Balanced player and enemy combat abilities using Excel spreadsheets.
- Created PowerPoint slides showcasing new features and led live presentations to faculty stakeholders.

EMPLOYMENT

New Jersey Infrastructure Bank

February 2023 - Present

Software Developer

njib.gov

- Maintained and improved transportation loan software and company website.
- Designed and built webpages using SQL, PHP, and HTML for use by coworkers and clients.
- Participated in regular code review and QA sessions with other developers before merging branches.

Rochester Institute of Technology

August 2021 - May 2022

Graduate Teaching Assistant

- Mentored student teams on game design conventions and use of agile methodologies.
- Graded and provided feedback on assignments involving C#, OO design, and data structures.

EDUCATION

Rochester Institute of Technology

August 2017 - May 2022

Bachelor / Master of Science - Game Design and Development

SKILLS

- C#
- HTML
- Agile / Scrum
- PHP
- CSS
- Documentation
- SQL
- JS / JQuery
- Public Speaking

TOOLS

- Unity
- Jira
- Excel
- Visual Studio
- BitBucket
- Photoshop
- Git / GitHub
- Confluence
- Premiere Pro