Kyle A. Mikita

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Recent graduate of George Mason University with a Bachelor's degree with a major in Computer Game Design and a minor in Graphic Design. Skilled in design and many development environments including the Adobe Creative suite, WordPress, game engines like Unity and Unreal, Git version control, and modeling software such as 3DS Max. Knowledgeable, enthusiastic, meticulous, and collaborative.

Education

GEORGE MASON UNIVERSITY | BACHELOR OF FINE ARTS, SUMMA CUM LAUDE | FALL 2022
Major: Computer Game Design | Minor: Graphic Design

J. SARGEANT REYNOLDS COMMUNITY COLLEGE | ASSOCIATE OF SOCIAL SCIENCE, CUM LAUDE | SPRING 2018

Experience

YOBO, INC. | ASHLAND, VA   **JUNE 2022 – PRESENT**
GAME DESIGNER
Lead Game Designer for Oust game that will be published on Steam game platform.
- Using Unity and TLDraw, designed various game mechanics implemented during development.
- Participated in playtesting of developed game mechanics.
- Used Git and SourceTree version control for iterative development.

Led a team of ten people to develop a new Unreal Engine 5 game for Nintendo Switch, IOS, PC, Android, Xbox, and PS5.
- Unreal 5 - Develop a hardcore and realistic online multiplayer first-person action RPG/Simulator with MMO features and a story-driven walkthrough.
- Assisted in getting a Nintendo Partnership License to enable Nintendo Switch development.
- Participated in getting Yobo, Inc certified as a registered Game Development Studio in VA to be able to process internships with local universities.
- Created 3D models and assets for the Unreal 5 game.

CONTENT MANAGER
- Interact with client to manage and maintain the website of a major client.
- Update webpages per client direction including designing and creating new webpages when needed.

UI/UX DESIGNER
Developed a mobile app for the Virginia Tech Sideline website allowing users to use the websites message boards.
- Using HTML, designed the layout for the app and created style sheets.
- Participated in testing functionality of the app through various iterations of development using defined test cases.

SENIOR CAPSTONE | CARDBOARD CRUSADERS | FAIRFAX, VA   **AUG. 2021 – MAY 2022**
DESIGN LEAD
- Appointed as Design Lead in a 6-person team to create a game as my senior capstone.
- Using Unity, I designed and developed levels, encounters, UI/UX, mechanics, and gameplay. Also maintained living documents and did playtesting to balance the game during development.
- Was able to develop a game from a prototype to a complete game.

Technical Skills
- **Game Design Skills:** Unity, Unreal Engine 4, Unreal Engine 5, Godot, 3DS Max, prototyping, level design, encounter design, world design, Git version control, blueprint programming
- **Graphic Design Skills:** Adobe Photoshop, Adobe InDesign, Adobe Illustrator, Adobe Premier Pro, Adobe XD. WordPress, Elementor, wireframing
- **General Skills:** MS Office, Java, C, C#, teambuilding, TLDraw

Interests
- Favorite Games: Baldur's Gate 3, Minecraft, Skyrim, Pokémon, and the Elder Scrolls Online
- Tae Kwon Do (3rd Degree Blackbelt)
- Building/upgrading computers