Cayman Kline

Boulder, Colorado

caymankline@gmail.com

Website
LinkedIn

KEY SKILLS —

General:

Communication, Project Management/Infrastructure Planning, Leadership

Development Languages:

C#, Java, C++, Python, HTML, CSS, JavaScript

Development Software:

Visual Studio, Eclipse, Git/GitHub, Unity (custom editors, networking), Unreal Engine, GameMaker

PROJECTS —

Shatterbound
Platformer where each failed attempt spawns your ghost that gets in your way AND helps you reach your goal of smashing through the glass floor

- Led a team of six for 5 weeks to create a prototype of the game.

For When I Return
Multiplayer game where one of the players is dead and the only communication methods are with ghost hunting devices.

48-hour game jam completed alone involving:
- Audio Manipulation
- Multiplayer Networking
- Shaders
- 3D modeling

Current Link
First-person underwater game where you must survive in a pod being hunted by creatures where your only power/communication is through a single cable.

- Side project to explore the implementation of protocol networking.

OBJECTIVE

Aspiring Game Developer with a passion for C# and Unity, seeking to contribute dynamic skills honed through teamwork, diverse experience, and a commitment to learning. Eager to launch a career in a large game development team, with the long-term goal of making impactful contributions to indie game studios.

WORK EXPERIENCE

Teacher Assistant, UCCS
January 2023 – May 2024
Courses:
- Advanced Data Structures in C++
- Artificial Intelligence for Games

Assisted with grading assignments and answering student's questions regarding course content.

UCCS/DARPA SAIL-ON Research Project
August 2022 – May 2023
Contributed to the development and maintenance of an AI testing environment, enhancing its ability to detect and adapt to diverse novel settings.

Target • Fulfillment Team Member
May 2023 – June 2024

Subway • Sandwich Artist
September 2018 – April 2019

Personal Tutor
September 2018 – May 2019
Tutored in all subjects for two 6th graders.

EDUCATION

Bachelor of Innovation in Game Design and Development
w/ Minor in Computer Science
University of Colorado at Colorado Springs
August 2019 – May 2025
- GPA: 3.73

Recipient of the Chancellor's Award

High School Diploma
Niwot High School
August 2016 – May 2019
- GPA: 3.8 (4.1 senior year)
- Awarded AP Computer Science Student of the Year