

# KYLE FENOLE

(805) 679-3557 kyle@kfenole.com

[kfenole.com](http://kfenole.com)

<https://www.linkedin.com/in/kyle-fenole/>

Github: KFenole (<https://github.com/KFenole>)

## EDUCATION

**M.S. Computer Science and Engineering** | Santa Clara University, expected June 2023

**B.S. Computer Science and Engineering** | Santa Clara University, June 2022, GPA: 3.4

- Relevant coursework: Image & Video Compression, Computer Networks, Compiler Development, Embedded Systems, OS

## PROJECTS

### *Unreal Engine C++ Dialogue System*

- Multiple conversation options based on player selections and criteria
- Reads dialogue data from XML, displays appropriate text, presents response choices, and plays voices

### *Basic 3rd Person Shooter*

- Involved aiming and line tracing projectiles, handling characters' health, and more using C++ and Unreal Engine
- 2nd place winner of SCU ACM's summer challenge

### *Final Fantasy I, IV, & VI Save Editor*

- C++ program to modify inventory, stats, and character status
- Involved reverse engineering save file checksums

### *Bishop Diego High School iOS App*

- iOS app written in Swift to attract and inform prospective students
- Included a dynamic question and answer section, articles, photo galleries, as well as a 360° virtual tour
- Created a HTML & PHP web interface so admins could update any of the content on the server

### *Swift Lunch iOS App*

- iOS and WatchOS app written in Swift allowing students to order their school lunches remotely
- Used CloudKit to publish a dynamic menu, handle orders, and manage accounts
- Winner of Apple WWDC scholarship

### *Santa Barbara Guide iOS App*

- iOS app in Swift which gives information about various restaurants, attractions, and activities in Santa Barbara
- Used SQL databases, Yelp API, and various iOS APIs

### *Alien Defense iPad Game*

- 2-3 minute Swift SceneKit iPad game - pilot a spaceship through a maze while shooting down enemies to get a new high score
- Created by myself within 2 weeks to meet deadline; Winner of Apple WWDC scholarship

## RELEVANT WORK EXPERIENCE

### **iD Tech Camps**

#### **Lead Instructor**

September 2022 - Present

- Work with 1 other Lead Instructor to diagnose and resolve technical, staffing, and logistical issues during class times

#### **Online Instructor**

Summer 2020, Summer 2022

- Taught Python game development, C++ coding, and Roblox game design to students aged 6-17
- Taught 2-3 classes per day over Zoom, each with 4-6 students

### **Serco Inc.**

#### **Network Engineering Intern**

Summer 2021

- Inspected and tested several hundred routers, switches, servers, and other network equipment
- Discovered and resolved technical issues with network software using Cisco command line tools and proprietary testing software
- Member of winning team for intern executive presentation

## TECHNICAL SKILLS

- Languages: C++ | C | Swift | Python
- Technologies: Unreal Engine 4/5 | iOS | SceneKit

## AWARDS

- 4 time scholarship winner to attend Worldwide Developer Conference (WWDC) (2015, 2016, 2017 and 2019)
- Won 2nd place SCU ACM Summer Challenge with Unreal Engine 3rd Person Shooter