

Kyle Mazza

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EDUCATION	California State University, Long Beach, Computer Engineering and Computer Science Major.	2017 - Present
	<ul style="list-style-type: none">• Related Coursework: Discrete Mathematics, Digital Logic and Assembly, Technical Communication,	
	University of California, Berkeley, Bioengineering Major.	2012 - 2016
	<ul style="list-style-type: none">• Related Coursework: Linear Algebra, Differential Equations, Circuits, Signals and Systems, Biology, Chemistry, Organic Chemistry	

LANGUAGES	Java, Python, Javascript
AND	HTML5, CSS3, MongoDB, Node.js
TECHNOLOGIES	Express
	<i>Some Experience:</i> PHP, Ruby, Rails, MySQL

PROJECTS	Settlers of Mars , Local Multiplayer Java Game
	<ul style="list-style-type: none">• Developed a Java clone of the board game, "Settlers of Catan."• Designed the functionality of the game loop within the GameController class.• Used Git for version control between team members.
	The Forum , Ruby on Rails Web Application
	<ul style="list-style-type: none">• Web application that lets users create posts and comment on other users' posts.• Incorporates CRUD operations and utilizes a RESTful API• Stores and retrieves from a SQLite3 database.
	PoWo , Networked Unity Game
	<ul style="list-style-type: none">• Created as part of Global Game Jam 2018.• Implemented sounds into the game with a SoundManager component and script

ACTIVITIES	ACM, Association for Computing Machinery, CSULB	2017 - Present
	<ul style="list-style-type: none">• Assist in maintenance of club's webpage.• Discuss various web technologies and their uses, advantages, and disadvantages.	
	Virtual Reality at Berkeley , UC Berkeley	2014 - 2016
	<ul style="list-style-type: none">• Collaborated to recreate the Sather Tower and its carillon in Unity for VR. Carillon made to be fully playable.• Created a VR horror game as a club group-project; Assisted in scripting and sound-design/implementation.	