

Kyle Rodgers

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Game developer and programmer

Experienced and enthusiastic creator of video games and software with eleven years of professional experience and many published projects.

Skills

- **Unity** development for **3D and 2D games**. I've worked with many different parts of the Unity engine and also have experience with 3rd party plugins from the asset store.
- Development and deployment of games to both **desktop** and **mobile** platforms, including API integration with **Steam**, the **App Store**, the **Google Play Store**, and **itch.io**.
- HTML5 web game development using frameworks such as **Phaser**, **OpenFL**, and **2dkit**.
- Programming experience in **C#**, **JavaScript**, **TypeScript**, **Haxe**, and **ActionScript**.
- Front and back end web development.

Experience

**Director at
HelixFox Games
(2014-Current)**

As an independent game developer, I've published:

- **Crime Girl**, an arcade-style platformer with a unique grappling hook mechanic, designed for replayability. Made in **Unity**.
- **Ghostlords**, a spooky strategic turn-based RPG where you travel across a post-apocalyptic haunted Britain. Made in **Unity**.
- **Polyspatial**, a fast-paced action avoidance game. Made in **Unity**.
- Many more, made with **Unity**, **HTML5**, and **Flash** (see helixfox.com)

I've also taken on many freelance projects for brands such as **Ribena**, **Manchester City Football Club**, **DFDS**, **Beazley**, and more.

I'm active in the UK games scene, and can be found at events all over the country. I've participated in events such as the **Global Game Jam**, **Manchester Game Jam**, **Jamchester**, and **Ludum Dare**.

**Developer at
Team Cooper
(2008-2014)**

Developed games and apps for web and mobile, working mostly in **HTML5/JavaScript** and **Flash/ActionScript**. Frequently worked directly with clients to plan projects and discuss details to make sure projects did exactly what they needed to do.

**Sheffield Hallam
University
(2004-2008)**

BSc Computing (Visualisation) 2:1. Studies primary focused on the visual aspects of game development, such as 3D projection maths, 3D modelling, and implementing game physics.

My placement year was at Reutlingen University in Germany and included a short internship at Mercedes Benz's research department.

Hobbies

I believe the best developers have a wide range of interests outside games and technology, as you never know when an obscure bit of knowledge could come in handy.

I have a big interest in travelling and have been all over the world. I love going to foreign countries and especially like going off the beaten track to see what life is like for the locals.

I also love to give my brain a break every now and then by keeping fit, both by working out at the gym and running outdoors.