Kyle Lekkas

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EDUCATION
Rochester Institute of Technology (RIT), Rochester, NY
Bachelor of Science, Major in New Media Interactive Development
Minor in Game Design and Development
Minor in Psychology
GPA: 3.72

SKILLS
Programming Languages: C#, C/C++, JavaScript, HTML, CSS, PHP, Swift
Tools: Unity, Unreal Engine, Node.js, D3.js, MySQL, Photoshop/Illustrator, Wordpress, Xcode
Spoken Languages: English, Greek
Soft Skills: Cross-functional collaboration, critical thinking, excellent communication via writing reports and proposals, team management, troubleshooting, adaptable to the rapidly updating tech industry

PROJECTS

The Reef   Spring 2019
- Strategized with a team of seven to create an interactive exhibit for *Imagine RIT* where players use a web application on their phones to navigate and collect trash on a separate projected screen.
- Responsible for communication between Unity game and web server, UI for game and web, cursor movement, trash management, and particle management.

Learnel Kernel   Winter 2018
- Developed skills as a full stack developer by utilizing PHP to implement several key features, including pulling questions from a database to generate quizzes and keeping track of unique user profiles.
- Collaborated with peers to create a Linux tutorial website.

RELEVANT EXPERIENCE

Questar III BOCES   Summer 2021
Internship - Web Developer, Digital Brand Strategist   Rensselaer, NY
- Worked cross-functionally to implement changes for individualized department pages on the Questar website that improved usability and design while maintaining consistency with the existing site's theme.
- Created productive improvements to the website, allowing users to navigate and find resources quicker.
- Presented mockups and proposals of webpage redesigns for department approval.
- Monitored and compared analytics to determine success with new designs. Discovered sessions with dead clicks fell from 25.81% to 15.45%, time spent during a session fell from 2.4 minutes to 1.1 minutes, and the average pages per session fell from 2.44 to 1.89.

Changeling VR   Fall 2020
Internship - Game Developer, Audio Lead   Albany, NY
- Engineered to aid in the development of a VR mystery, first-person 3D platformer.
- Designed levels and developed several blueprints in Unreal, which handled a variety of player interactions, including dynamically generated audio which played different sounds around the player to create a specific atmosphere, and differing footstep audio cues which would change depending on the player's location in the level and the surface they stepped on.
- Managed a team to oversee the implementation of new audio features and communicated with team leads to ensure they received any audio deliverables required.