

# KYLE BRUNTON

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**OBJECTIVE:** TO JOIN AN INNOVATIVE GAME DEVELOPMENT TEAM TAKING GAMES TO THE NEXT LEVEL

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## SUMMARY OF SKILLS & QUALIFICATIONS

- ❖ Energetic, creative and self motivated, with a passion for game design, production, and project management
- ❖ Strong problem solving skills, especially in the area of game design
- ❖ Excellent verbal and written communication skills, using precise and engaging language
- ❖ Consistently demonstrates initiative; able to effectively meet deadlines
- ❖ Great organizational, time management and prioritization skills
- ❖ Reliable, dependable and able to demonstrate integrity and trust with others through collaboration
- ❖ Secret Security Clearance

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## RELEVANT SKILLS & EXPERIENCE

### Project Management Experience

- ❖ Strong understanding of Production Support, gained from working with large and small teams
- ❖ Experience in schedule tracking to ensure milestones are met in game production
- ❖ Experience in bug tracking and task assignments through Kanban to ensure a strong build for each milestone
- ❖ Knowledge of all aspects of the Game Development Pipeline, from conception to release
- ❖ Lead teams of 2 to 16 people to design and develop games with time frames varying from 2 day jams to year long projects

### Leadership Skills

- ❖ Elected President of a student organization "The Game Design Society" with over 300 active members
- ❖ Thrives in a multi-disciplinary and collaborative team environment
- ❖ Skilled in assisting clients and coworkers to make positive working decisions
- ❖ Approaches conflict calmly and respectfully to easily de-escalate aggressive situations
- ❖ Able to communicate well with a diverse population, as well as being comfortable in either large or small group gatherings

### Technical Skills

- ❖ Skilled in the use of the Microsoft Suite, Adobe Suite and Autodesk products, as well as C++
- ❖ Well versed in, Unity, Unreal, and other Game Engines
- ❖ Fast and accurate data entry and data organization for ease of use and accessibility
- ❖ Good understanding of a variety of software and possess the ability to learn new software easily

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## Work HISTORY

<b>Portfolio Lead</b> , <i>Innovation Accelerator</i> , Oakville, ON	<b>2022 – 2022</b>
<b>Job Developer</b> , Seneca College, Markham Campus Team	<b>2017 - 2018</b>
<b>Coordinator</b> , <i>2D4 Games</i> , Ottawa, ON	<b>2015 – 2017</b>
<b>Director Of Social Media</b> , Cape Breton Comicon	<b>2017 – 2018</b>

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## EDUCATION & TRAINING

<b>Honor's Bachelor of Game Design</b> , <i>Sheridan College</i> , Oakville, ON	<b>2019 - 2023</b>
<b>Game Development Program</b> , <i>Algonquin College</i> , Nepean, ON	<b>2011 - 2014</b>
<b>First Aid, Level A CPR + AED</b> , <i>Province of Nova Scotia</i>	<b>2018 - 2021</b>

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## References

<b>Julia Seo:</b> Project Manager for Innovation Accelerator	<a href="mailto:hyojung.seo@sheridancollege.ca">hyojung.seo@sheridancollege.ca</a>
<b>Ericka Evans:</b> Head of Production at Phantom Compass	<a href="mailto:ejevans@phantomcompass.com">ejevans@phantomcompass.com</a>
<b>Pat Ingoldsby:</b> Art Director at Torn Banner Studios	<a href="mailto:pat.ingoldsby@tornbanner.com">pat.ingoldsby@tornbanner.com</a>