

KYLE SANGILLO

Scituate, RI | kylesangillo.com

PROFESSIONAL SUMMARY

Disciplined technical professional, multimedia creator, and military veteran with a Bachelor of Science in Video Game Design (3.86 GPA). Proven track record of managing digital assets, troubleshooting complex software pipelines, and collaborating effectively across dynamic, high-stakes team environments. Highly adaptable, offering a diverse technical skill set that spans real-time 3D engines, quality assurance (QA) tracking frameworks, blueprint literacy, and digital video production.

CORE COMPETENCIES & SKILLS

- **Technical & Quality Assurance:** Software & Game Testing, Jira, Jira-Xray, Blueprint & Construction Drawing Reading, Bug Tracking & Documentation.
- **Development Engines & 3D Software:** Unreal Engine 5, Unity, Godot, Blender, Maya, 3ds Max.
- **Creative & Multimedia Production:** Adobe Premiere Pro, Photoshop, Substance Painter, Digital Video Editing, Audio/SFX Integration.
- **Productivity & Collaboration:** Word, Excel, PowerPoint, Cross-Functional Team Leadership.

TECHNICAL & INTERACTIVE PROJECTS

VFX & Technical Artist | Starship Destroyers (Released on Steam)

- Collaborated within a cross-functional development team to build, optimize, and deploy an interactive software title for a major commercial platform.
- Authored real-time particle effects, integrated audio/sound design, and developed custom visual shaders utilizing Unity and Photoshop.
- Conducted performance profiling and asset optimization to ensure stable framerates and platform compliance.

VFX & Technical Artist | Dimension Divers (Released on Itch.io)

- Designed, modified, and integrated 3D/2D assets within strict production deadlines.
- Utilized Unity Particle Systems and Shader Graphs to build dynamic, responsive real-time visual elements.

Digital Content Creator & Video Editor | Freelance & Personal Media

- Produce, edit, and optimize fast-paced short-form video content (YouTube Shorts, TikTok, Instagram) for clients (TheCrownedDm) and personal channels (Gm_Shando).
- Manage end-to-end post-production workflows including video cutting, pacing, audio syncing, and graphic overlays to maximize viewer engagement.

MILITARY BACKGROUND

RI National Guard / Department of the Army | East Greenwich, RI

Military Police (SPC) | November 2018 - November 2024

- Provided critical support services overseas during deployment, managing security protocols and responding rapidly to emergent, high-stress situations.
- Participated in rigorous monthly training exercises focused on strategic planning, resource coordination, and cross-team communication.
- Decorations: Army Commendation Medal, Army Achievement Medal, Non-Article 5 NATO Medal, Certificate of Appreciation.
- Achievements
 - Army Achievement Medal → Jun 2020
 - Certificate of Appreciation → Jul 2020
 - Army Commendation Medal → Oct 2020
 - Non-Article 5 Nato Medal → Nov 2020
- Honorably discharged.

EDUCATION & CERTIFICATIONS

New England Institute of Technology | East Greenwich, RI

- **Bachelor of Science:** Video Game Design
Honors: GPA 3.86 - Earned Dean's List status every academic term.

Professional Development & Certifications | Udemy

- QA: Become a Game Tester
- Guide to Blueprints: Interior Design Drafting Essentials

TECHNICAL EXPERIENCE & COMMUNITY LEADERSHIP

- **Pirate Software Game Jam (2025):** Technical Artist utilizing Godot Engine for rapid-prototype 2D software development.
- **Summer Game Jam (2022):** UI Designer and VFX Designer for "Garden of Eatin", using Piskel App for VFX and UI 2d assets.
- **Winter Game Jam (2021):** Level Designer for "Moon That Binds Us" game, using the Unity Game Engine for tile map sprites.
- **NEIT Game Developer Network:** Served as elected Secretary (2022-2023), organizing campus meetings, documenting agendas, and managing club correspondence.
- **Community Management:** Server Owner and administrator for the Pegglechamps Discord community, overseeing digital moderation and event coordination.