

Kyle Leinart

kyleleinart@gmail.com • kyleleinart.com • +1-865-255-7293

Work Experience

Clinical Tools, Inc. Chapel Hill, NC July 2017 - Aug 2018
Independent Contractor

- Developed gameplay mechanics & UI/UX for **virtual reality** applications using **Unity3D** and **C#**
- **XML** backend support for multi-platform application
- Practiced **Agile** development in 1-week sprints with 6 team members

Lunar Punch Interactive, Knoxville, TN Aug 2016 - Present
Owner / Software Developer

- Gameplay programming in **Unity3D** and **C#**
- Prototyped software for various multidisciplinary applications

ImmersaCAD Inc. Knoxville, TN Dec 2015 - Aug 2016
Vice President of Software Development, Cofounder

- Implemented UI/UX, player navigation, & optimization for **virtual reality** applications using **Unity3D** and **C#**
- Automated and optimized **3D modeling** pipeline from CAD to game engine
- Oversaw products from concept to release
- Managed multiple projects with a team of 7
- Marketed and presented product demonstrations

Oak Ridge National Laboratory, Oak Ridge, TN June 2014 - June 2015
Research Assistant

- Modified existing game code in **Lua** for behavioral research user study including custom level design
- Developed custom **R** scripts for statistical analysis
- Automated data collection with **Python**
- Developed front-end support and recruited participants for data visualization user study using **JavaScript**

Education

Georgia Institute of Technology - Atlanta, Georgia Expected 2020
Candidate for Master of Science in Computer Science
Specialization: Interactive Intelligence

Unity3D Certified Developer May 2017

University of Tennessee - Knoxville Dec 2015
Bachelor of Science in Computer Science
Study Abroad, Engineering in London, UK

Skills

C#	Unity3D	Virtual Reality
R	Python	Git / SVN
Agile	JavaScript	Data Visualization

Patents

Martin, Harry, and Kyle Leinart. 2017. Method for one-touch translational navigation of immersive, virtual reality environments. WIPO Patent 09996149, filed February 22, 2016, and issued June 6, 2018.

Conferences & Presentations

Leinart, K.A., & Thacker, B.K. (2016, Aug). *Addressing economic problems in the Cumberlands*. Presentation and product demonstration at meeting for the Technical Society of Knoxville, Knoxville, TN.

Cyber and Information Security Research (CISR) Conference April 2015

Leinart, K.A (2014, July). *Methodology of Controlled Experiments Using Commercial Online Video Games*. Poster presented for SULI program at Oak Ridge National Laboratory, Oak Ridge, TN.

Awards

Nantglo Innovation Scholarship May 2016

1st Place, Graves Undergraduate Business Plan Competition May 2016

Nantglo Scholar 2011-2015

Leadership

Community Manager April 2016 - Present

- Responsible for continuous, steady growth and brand awareness for medium-sized online community
- Managed multiple game servers which included content creation and engagement of players through events and activities

Coal Creek Watershed Foundation 2002 - Present

- 200+ hours of volunteer work including tree planting, trash clean-up, and landmark restoration
- Researched and analyzed historical data on local communities