

# Kyle Grenier

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GitHub: [github.com/geekguy100](https://github.com/geekguy100) • Itch.io: [geekguy100.itch.io](https://geekguy100.itch.io) • Portfolio: [kylegrenier.net](https://kylegrenier.net)

## EXPERIENCE

### The Aerospace Corporation

Member of Technical Staff

El Segundo, CA

Nov. 2022 - Present

- Contributed to the corporation's [cislunar modeling environment](#) by developing an Unreal Engine application to visualize satellites, ground stations, and landers using data from both internally developed and external tools.
- Took development ownership of Project Phantom, a set of applications allowing on-site explorers and off-site scientists to communicate through mixed reality. Efforts led to the project lead's [successful expedition to test the product during a simulated space mission](#).
- Developed a web-based roadmapping application for customers to collaboratively develop roadmaps and project plans.
- Contributed to a multiplayer VR digital twin developed in Unity to help educate engineers through CAD models and digitally reconstructed environments.
- Mentored colleagues by encouraging best practices through presentations and thorough code reviews.
- Led several projects by hosting sprint planning sessions, sprint retrospectives, and reviews with customers.

### Hippo Havoc LLC

Co-Founder

- Founded [Hippo Havoc LLC](#) alongside three university classmates to continue development of our capstone project, [Disaster Golf](#).
- Created pitch decks and budget estimations in preparation for pitching to publishers.
- Worked with indie publisher [VoxPop Games](#) to market the game and release it on Steam.

### Disaster Golf

Gameplay Programmer

- Worked in a team of 30 developers during my senior capstone.
- Took ownership of the disaster placement system. Developed with an emphasis on design patterns to encourage extensibility and maintainability. Wrote supporting documentation to inform developers and designers on how to use it.

## SKILLS

### Programming

- C#, C++, C, Java
- React, Tailwind, Next.js, Vite, TypeScript
- PostgreSQL, MongoDB
- Unity, Unreal Engine
- Git, design patterns, design principles

## CERTIFICATIONS

[Certified Scrum Product Owner](#)

July 2025

[Certified Scrum Master](#)

June 2023

## EDUCATION

**Bradley University, Peoria, IL**

May 2022

- Bachelor of Science in Computer Science Game Technology
- Minor in Game Programming