Kyle Leinart
Product Manager

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OBJECTIVE

I am a graduate student looking to transition from software development to product management, where I feel I can better serve the industry with my experience in planning and managing complex projects from concept to completion. I have worked with various Fortune 500 clients to bring their visions to reality by applying principles of the game development process in an agile workflow. I am an adaptable leader with the ability to work efficiently with cross-functional teams.

PROFESSIONAL EXPERIENCE

Graduate Research Assistant
Georgia Institute of Technology

August 2021 - Present

Led development roadmap for an educational technology platform that integrates science and ELA topics for K-5 students. Conducted usability studies with teachers.

Augmented Reality Development Intern
Harvard Graduate School of Education

Summer 2021

Developed remote collaboration tools for a state of the art AR + VR educational platform. Designed visualizations from Arduino data in virtual space for instructional research.

Unity Developer
The Marsden Group, Inc.

2019 - 2020

Developed large-scale projects with a multi-disciplinary team across the energy, manufacturing, and digital technology sectors. Interfaced with clients on implementation of cutting edge technologies that met their standards. Optimized workflows for digital content pipeline.

Achievements:

Personally led the design and development of *AssetIQ*, a digital twin platform for heavy asset industries. Rapidly scaled from 3 to 48 digital factories within six months.

Software Developer
Clinical Tools, Inc.

2017 - 2018

Collaborated with 3D modeling, UI, and writing teams to develop games and applications for the healthcare industry. Maintained a weekly development blog detailing current efforts and industry trends. Designed levels, gameplay, and UI components in Unity3D.

Achievements:

Published *Food Fight,* a VR game about making healthy food choices. Developed *Clinical Encounters*, a professional training tool for healthcare workers.

Vice President of Software Development / Co-founder
ImmersaCAD, Inc.

2015-2016

Managed a team of 7 in software development and product design. Demonstrated products at conferences, presentations, and directly to CEOs & stakeholders. Automated our workflow pipeline from CAD software to Unity3D. Led weekly Scrums and progress reports.

Achievements:

Patented a novel approach to VR navigation that decreases motion sickness. Led development of a product through the complete product lifecycle.

Research Assistant
Oak Ridge National Laboratory

2014 - 2015

Conducted user studies and recruited participants for two research projects, Designed environments and levels for an existing video game. Scripted gameplay features using Lua. Developed software tools for statistical analysis.

EDUCATION

MSc Human Computer Interaction
Georgia Institute of Technology, Atlanta, GA
Management of Technology Graduate Certificate
Expected May 2023

Unity3D Certified Developer
2017-2019

BSc Computer Science
University of Tennessee, Knoxville, TN
Study Abroad - Engineering in London
2011-2015

SKILLS

Management Tools

SCRUM & Agile | Git | Excel | Qualtrics
SQL | G Suite Apps

Design

Figma | Miro | Photoshop | Blender

Development

C# | Python | JavaScript | Lua | Unity3D

LEADERSHIP

Community Manager
Event Coordination, Broadcasting, Social Media, Scheduling, Analytics, Moderation
2015-Present

Coal Creek Watershed Foundation
200+ hours volunteer work - including tree planting, trash pick-up & landmark restoration
2002-Present

AWARDS

Method for one-touch translational navigation of immersive, virtual reality environments
US Patent US9996149B1
2018

Nantglo Innovation Award
2016

Graves Undergraduate Business Plan Competition, 1st Place
2016

PRESENTATIONS

Addressing Economic Problems in the Cumberlands
Technical Society of Knoxville
2016

Methodology of Controlled Experiments Using Commercial Online Video Games
Oak Ridge National Laboratory
2014