

# Kobe Riddle

Software Craftsman

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## Profile

Kobe lives with his beloved wife and their dog. He appreciates art that impacts the consumer and invites them to think, particularly books and games. Kobe finds joy in going around town on his bike, getting out in nature, learning, faith, spending time with people, and finding solutions to problems.

## Education

### University of Utah

*BS in Computer Science w/ Emphasis in Games | Salt Lake City, Utah | Graduating May 2026*  
Object Oriented Programming, Intro to Algorithms and Data Structures, Algorithms, Computer Systems, Software Practice, Databases, Intro to Web Development, Computer Graphics, Models of Computation, Artificial Intelligence, Intro to Game Design, Traditional Game Development, Alternative Game Development, Asset Pipeline, Digital Content Creation, Capstone

## Work Experience

### University of Utah Housing & Residential Education

*Warehouse Storekeeper | Salt Lake City, UT | Jan 2025 – Present*

Restructured inventory systems, reorganized entirety of warehouse, maintained inventory.

### Family Search

*Student Engineer | Lehi, UT (Hybrid, Remote) | May 2024-Dec 2024*

Created and maintained backend, multithreaded code for a Campaigns Team. Coordinated very closely with marketing to send messages to millions of users depending on the data in their family trees.

### University of Utah School of Computing

*Teaching Assistant, Summer Camp Instructor | Salt Lake City, UT | Jan 2021-July 2023*

Graded assignments, tests, and quizzes, taught and assisted hundreds of students on computer science and programming topics, conducted laboratory sessions.

### Weave Communications

*Troubleshooting Tech Support | Lehi, UT (Remote) | June 2021-Aug 2021*

Supported and de-escalated customers, troubleshooted issues, used software to remotely enter and configure servers, collected use case and error data for Engineering and QA teams.

## Skills

Software craftsmanship, writing maintainable, readable, and well-tested code  
Game Design, Systems Design, Rapid Prototyping, Narrative Design  
Working in a team, scrum, practicing agile principles, Public Speaking

## Tools & Languages

C#, C, C++, Java, Python, JS, TS, HTML, CSS, MD, SQL  
Unreal, Unity, Flax, Godot, GameMaker  
Git, Perforce, Docker Containers, SSH and Remote Development  
VS Code, Visual Studio, IntelliJ, Blender  
Windows, Linux, Mac, Office Suite, GSuite, Discord, Slack, Project Management Software  
Written and Spoken Russian, English

## Activities & Awards

### Church Service Missionary/Volunteer

*Yekaterinburg, Chelyabinsk, Surgut, & Ufa, Russia | Church of Jesus Christ of Latter-day Saints | Sep 2017 – Aug 2019*

Served local church members and residents of the above cities in Russia. Provided emotional, spiritual, and physical (service) support; taught lessons in classes and to individuals; fulfilled leadership roles in local church and mission organizations, including training newer missionaries & volunteers.

### Eagle Scout

*Boy Scouts of America | 2017*

Organized a coat drive for children attending a low-income middle school.