David Mindlin
Technical Game Designer & Programmer
Los Angeles, CA | davidmindlin4@gmail.com | (310) 210-2339 | github.com/DMind44

EDUCATION

University of Southern California School of Cinematic Arts | Los Angeles, CA | Expected May 2026

M.S. in Game Design and Development

- Collaborated on a USC MFA game project as an volunteer engineer, implementing core gameplay systems in Unity

Relevant Coursework: User Research for Games, Interactive Design and Production, Character Development & Storytelling

Harvey Mudd College | Claremont, CA | May 2021

B.S. in Computer Science, with Distinction

- Engineered open-source web libraries for the Factor programming language as part of a senior clinic project.

- Co-led the Board Games Club, planning and hosting campus-wide gaming events.

- Participated in the Claremont Concert Choir and performed in "DUCK!", an improv comedy group.

Relevant Coursework: Data Structures, Algorithms, Software Engineering, Operating Systems

EXPERIENCE

Unified Residential Management Senior Software Engineer | Remote | Oct 2023–Aug 2024

- Optimized accounting and BI tools (Yardi, Orion BI, Nexus Payables), increasing system efficiency for 20+ properties.

- Developed SQL-based custom functions and reports to address property manager needs and improve financial visibility.

- Consolidated financial dashboards and introduced real-time metrics tracking across business systems

Datadog Software Engineer, AWS Integrations | New York, NY | Aug 2021–May 2023

- Designed and maintained integrations for over 90 AWS services, enabling robust monitoring across customer environments. - Partnered with support and product teams to resolve escalated issues and implement customer-driven improvements.

- Managed Kubernetes infrastructure and Helm deployments for live services across six regions.

- Enhanced AWS metric collection logic, improving API efficiency and expanding visibility.

Meta (Facebook) Software Engineering Intern | Seattle, WA | Summers 2018, 2019, 2020

- 2020: Developed anomaly detection APIs in C++ using Apache Thrift; improved ingestion of large-scale time-series telemetry.

- 2019: Created a Python-based log categorization tool for Linux kernel errors, reducing diagnostic time for engineers.

- 2018: Built an Android application using Android Studio and MongoDB for the Facebook University program, focusing on intuitive UI/UX.

SKILLS & Interests

Game Development: Unity, C#, Unreal Engine, Game System Design, Level Design, Playtesting

Programming: C++, Python, Java, SQL, JavaScript

Dev Tools: Git, Docker, Kubernetes, Helm, AWS, Datadog, CI/CD, PostgreSQL, MySQL

UX/UI & Research: Usability Testing, Human-Centered Design, Interface Design, Heuristic Evaluation

INTERESTS

Games & Narrative Design | Puzzle Crafting | Animation | Vocal Performance | Improv | Board Games