

Kermit Mitchell III

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Skills and Training

Computer Science: Data Structures, Algorithms, Complexity Analysis, SDLC, Object Oriented

Programming: C#, C++, Lua, Python, JavaScript, SQL, OpenGL, Debugging, Prototyping

Software: Unity, Unreal Engine 4, Blender, Visual Studio, JIRA, Android, Linux, Git, Profiling

Math: Calculus, Linear Algebra, Geometry, 3D Math, Modeling, Optimization, Data Science

Soft Skills: Problem Solving, Analytical, Collaborative, Project Management, Public Speaking

Featured Projects

Gamma Stryker 5™ - Online Multiplayer Mobile Game, Game Development (WIP)

Programming a game in Unity and C# where players battle with spaceships. It will use cloud-based game servers and features gameplay systems, 3D physics, in-app purchases, and online matchmaking.

Pokedex Camera - Image Classification, Computer Vision and Machine Learning

Programmed an image processing app in OpenCV Python and scikit-learn that identifies Pokemon in images from camera input, using feature extraction, SVM, similarity measures, and text-to-speech data.

Smart Shopping - AI Navigation Systems, Artificial Intelligence

Programmed an AI system in C++ to optimize navigation of a retail store. Given a weighted graph model of the store and a shopping list, the AI uses A* pathfinding to find the shortest path to each item.

Professional Experience

Gameplay Programmer, Prophecy Games (Hi-Rez Studios Spinoff) July 2020 – October 2020

- Implement and rapidly prototype gameplay systems in Unreal Engine and C++.
- Integrate tech like Microsoft Azure Playfab to support networked multiplayer client server code.
- Debug errors by code analysis, tracing call stacks, breakpoints, and software profiling to fix bugs.
- Optimize code using more efficient algorithms and data structures to improve game performance.
- Communicate effectively across multidisciplinary Agile teams in a remote collaborative environment.

Lead Gameplay Programmer, Video Game Development Club August 2017 – May 2020

- Implement and rapidly prototype gameplay systems in Unity and C#.
- Manage an Agile multidisciplinary team of 20 indie game developers to meet organizational goals.
- Lead Scrum meetings and code reviews to amplify work quality and ensure milestone completion.

Education

State University of New York at Fredonia – Fredonia, NY

May 2020

Bachelor of Science (BS) in Computer Science and Applied Mathematics (Double Major)