

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, Git, Android, Linux, Profiling

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

Professional Experience

Unity Game Programmer, Primero Games

March 2021 – Present

- Implement, document, test, and deploy new game systems and features using Unity, C#, and Git.
- Integrate graphics, UI, and SFX to the proper specifications, ensuring the best user experience.
- Coordinate with an Agile distributed team of artists, engineers, and QA with JIRA and remote tools.

Gameplay Programmer, Prophecy Games (Hi-Rez Studios Spinoff)

July 2020 – October 2020

- Implemented core gameplay systems and rapid iterative prototypes in Unreal Engine 4 and C++.
- Improved game performance and optimized code with more efficient algorithms and data structures.
- Tested and fixed several bugs by tracing call stacks, breakpoints, software profiling and debugging.
- Developed tools for designers and programmers that enhanced their workflow and saved time.
- Coordinated with multidisciplinary Agile teams in a remote collaborative environment.

Gameplay Programmer, Video Game Development Club

August 2017 – May 2020

- Implemented and designed core gameplay systems and rapid iterative prototypes in Unity and C#.
- Led Scrum meetings and code reviews to amplify work quality and ensure milestone completion.
- Collaborated with other team leads to integrate art and audio assets, and convey technical scope.

Featured Projects

Slot Machine Game Prototype - Unity C# , Game Development and Software Engineering

Programmed a slot machine game in Unity and C#. Developed the prototype via reverse engineering, diagrams, and analysis. Implemented the pay table, UI, SFX, animations, and customization options.

Gamma Stryker 5™ - Online Multiplayer Mobile Game, Game Development in Unity

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.

Education

Bachelor of Science (BS) in Computer Science | Minor in Data Science

State University of New York at Fredonia – Fredonia, NY

May 2020