

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 / UE4, Blender, Visual Studio, 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 3D and C# where players battle with spaceships. The game will use cloud-based game servers and features gameplay systems, physics, in-app purchases, and online matchmaking.

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, SFX, animations, and customization options.

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.

Leadership Experience

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

- 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.

Entrepreneurial Client, Fredonia Technology Incubator August 2017 – Present

- Receive business development mentoring, and advise investors on local economy initiatives.
- Secured over \$25,000 in seed capital investments to construct a multimedia studio for 10+ startups.

Finalist (4/70), Facebook NY Statewide Competition – [College Possible Coding Challenge](#) (2017)

- Designed a web application in HTML5 and CSS that helped students network and find scholarships.

Education

State University of New York at Fredonia – Fredonia, NY

May 2020

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