Kermit Mitchell III

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Skills and Training

Computer Science: Data Structures, Algorithms, Multithreaded, SDLC, Object Oriented

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

Software: Unity, Blender, FL Studio, Visual Studio, JIRA, Git, Firebase, GCP, Profiling

Math: Calculus, Linear Algebra, Geometry, 3D Math, 3D Physics, Modeling, Optimization

Professional Experience

***Unity Game Engineer,* Pixel Vault**   May 2022 – Present
- Shipped Game (BattlePlan! on WebGL) https://twitter.com/pixelvault_/status/1689003405447139330
- Developed rapid iterative prototypes and implemented gameplay for Web3 games in Unity and C#.
- Implemented UI/UX wireframes from Figma for core gameplay systems and game state management.
- Integrated Unity Asset Bundles and Addressables for DLC pipeline and performance optimization.
- Improved game performance and optimized code with more efficient algorithms and data structures.

***Unity Game Engineer,* Redemption Games**   July 2021 – March 2022
- Shipped Game (Sweet Escapes on Android/iOS)
  https://play.google.com/store/apps/details?id=com.redemptiongames.sugar
- Implemented and shipped new game systems and live service features using Unity, C#, and Git.
- Developed robust, user-friendly tools for designers that accelerated production and iteration cycles.
- Tested and fixed several bugs by tracing call stacks, breakpoints, software profiling and debugging.
- Integrated Firebase for managing in-game events, A/B Testing, and tracking key user data analytics.
- Coordinated with an Agile distributed team of artists, engineers, and QA with JIRA and remote tools.

***Unity Game Programmer,* Primero Games**   March 2021 – June 2021
- Shipped Game (Cadillac 2 on Slot Machine) https://www.primerogames.com/all-games/cadillac-2
- Implemented, documented, and tested core game systems and features using Unity, C#, and Git.

***Gameplay Programmer,* Prophecy Games (Hi-Rez Studios Subsidiary)**   July 2020 – Oct 2020
- Implemented core gameplay systems, designer tools, and rapid iterative prototypes.

***Gameplay Programmer,* Video Game Development Club**   August 2017 – May 2020
- Implemented and designed core gameplay systems and rapid iterative prototypes in Unity and C#.

Education

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

State University of New York at Fredonia – Fredonia, NY   May 2020