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, Unreal Engine 4, Blender, Visual Studio, JIRA, Git, Firebase, GCP, Profiling
Math: Calculus, Linear Algebra, Geometry, 3D Math, 3D Physics, Modeling, Optimization

Professional Experience

Unity Game Engineer, Redemption Games   July 2021 – Present
- 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
- Implemented, documented, and tested core game systems and features using Unity, C#, and Git.
- Integrated graphics, UI, and SFX to the proper specifications, ensuring the best user experience.
- Coordinated with multidisciplinary Agile teams in a remote collaborative environment.

Gameplay Programmer, Prophecy Games (Hi-Rez Studios Subsidiary)   July 2020 – Oct 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.

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.

Education

Bachelor of Science (BS) in Computer Science | Minor in Data Science
State University of New York at Fredonia – Fredonia, NY   May 2020