

# Kermit Mitchell III

kermit.mitchell.iii@gmail.com • (516) 404–7758

[linkedin.com/in/kermitcodes](https://www.linkedin.com/in/kermitcodes) • [www.kermitcodes.com](http://www.kermitcodes.com) • [github.com/KenjiShiguma](https://github.com/KenjiShiguma)

## Skills and Training

---

**Computer Science:** Data Structures, Algorithms, Design Patterns, SDLC, Object Oriented

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

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

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

## Professional Experience

---

### **Unity Game Engineer, Confidential Company**

April 2025 – August 2025

- Developed core gameplay systems like player data, inventory, and map navigation in Unity and C#.
- Programmed dynamic game user interface that adjusts based on backend player account save data.

### **Unity Game Engineer, Absolute Games**

October 2023 – March 2025

- Developed new gameplay systems, minigames, powerups, and live service features in Unity and C#.

### **Unity Game Engineer, Pixel Vault**

May 2022 – August 2023

- 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) with over 10M downloads and countless positive reviews. <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.
- 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.

### **Unity Game Programmer, Primero Games**

March 2021 – June 2021

- Shipped Game (Cadillac 2 on Slot Machine) <https://www.primerogames.com/all-games/cadillac-2>

### **Gameplay Programmer, Prophecy Games (Hi-Rez Studios Subsidiary)**

July 2020 – Oct 2020

- Developed robust, user-friendly tools for designers that accelerated production and iteration cycles.

## Education

---

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

State University of New York at Fredonia – Fredonia, NY

May 2020