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

***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.

***Lead 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

***Gamma Stryker 5™ - Online Multiplayer Mobile Game*, Game Development**
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.

***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.

***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.

Education

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