# Tate McCormick

## Software Engineer

**Tate McCormick**
Louisville, Kentucky
United States

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## Skills

Unity, C#, Mobile & Desktop experiences. Utilizing new technologies such as Augmented Reality and Virtual Reality. Leading teams of other talented developers, artists, and support staff.

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## Experience

### Rainbow Design Services / Senior Software Engineer
Feb. 2019 - PRESENT,  Louisville, Kentucky

Engineer and design enterprise GIS software for the largest cable company in the world. Responsible for maintaining codebase integrity (code owner). Mentor other developers on programming techniques and best practices. Work with remote and in-house development teams.

### Apex Softworks, LLC / Owner
2017 - PRESENT,  Fort Myers, Florida

Manage overseas development teams to create interactive products for clients worldwide. Developed game Volygon.

### FlipSwitch Games / Senior Game Developer
2016 - 2017, Remote

Developed game EmergeNYC with tens of thousands of players. Most popular emergency simulator on Steam. Responsible for feature design and implementation.

### Process Research & Optimization / Analyst & Software Engineer
2014 - 2016,  Bonita Springs, Florida

Work with executives of fortune 100 companies, AIG, Hertz, ING, and others to develop analytical software used to improve process efficiency. Responsible for feature design and implementation as well as UX design.

### Independent Freelancer
2012 - 2014, Remote

Work with companies worldwide to develop interactive experiences using VR, AR, and more. Worked companies in a variety of industries from education to entertainment.

## Education

**Florida SouthWestern State College /** B.S. Supervision & Management

2014 - 2018, Fort Myers, Florida

**Gateway Charter High School** / Degree

2010 - 2013, Fort Myers, Florida

## Development Experience

- Unity
- C#
- Product Design & Prototyping
- UX Design
- AR/VR/MR (XR)
- Agile Management
- Git LFS
- Code Review/Ownership

## Unity Experience

- Unity UI
- Photon
- Forge Networking Remastered
- UNet
- Vuforia/ARKit/ARCore
- Entitas ECS
- Custom Editor Tools
- Profiling & Optimization
- Much more...