Mitchell Carothers

carothersmitchell@gmail.com

Green Bay, WI

Mitchell Carothers is a self taught programmer, who has worked on multiple projects, including video games, websites and software. In addition, he has had real world experience working as an IT technician for both businesses and individual clients.

Skills

> Computer repair (desktop & laptop)

> IT assistance with Windows and or MacOS

> Printer troubleshooting and setup

> Workstation deployment (Deploying new computers or other office appliances)

> GDScript - Godot Game Engine's scripting language

> Lua - Scripting language used with Roblox Studio

> C# .Net 6 Framework

> HTML and CSS, with some JavaScript knowledge

Experience

> Worked as a service technician at a local computer repair business named CyberWorks. I did on site IT support for businesses and clients, as well as provided remote support to our customers on a daily basis. In addition to this, my daily responsibilities included repairing computers, especially laptops that customers brought in, as well as selling new computers.

> Web Design class in high school taught me the basics of html and css.

> Involved with computer science from a young age

> Self taught programmer

Projects

> Roblox Game (Fruit Tycoon)

- Developed in Roblox Studio using Lua, supported multiplayer, had an advanced object oriented project structure for managing players, scores, and their individual tycoons. Through this project I learned about server/client interactions between the front and back end of my game, as this was my first multiplayer project.

> Preach Tracker (Built with C# in Visual Studio on .NET 6 Framework)

- My most recent project and only project in Visual Studio. Learned a lot about how software is made, and also gained experience using Windows Presentation Foundation (WPF).

> Godot Games (Ascension, Grappleteer and Twisted Tower)

- Developed several game prototypes using GDScript, all in different genres of 2D and all singleplayer. From these projects I learned the core essentials of programming. I also learnt some advanced programming concepts and got my first introduction to an object oriented workflow.