

Kasey Russell

Gamplay Programmer

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SKILLS

Programming: C++, C#, MIPS, MySQL

Engines & Tools: Unreal Engine, Unity, GitHub, Perforce, Visual Studio

Systems & Frameworks: Entt, Vulkan, GateWare

Game Dev Skills: AI Pathfinding, Prototyping, Debugging, Code Architecture

Soft Skills: Teamwork, Time management, Communication, Adaptability, Leadership

EXPERIENCE

Technician & Service Coordinator

June 2018 - June 2024

Discount Tire, Tire Technician & Service- Beaumont, TX

- Performed safe and efficient installation, removal, and maintenance of tires and wheel assemblies.
- Conducted quality assurance checks to ensure all tires met safety and performance standards.
- Managed inventory by pulling products based on work orders and coordinating with service team.
- Communicated and collaborated with team to streamline workflow and improve service efficiency.

EDUCATION

Bachelor of Science in Game Development (B.S.)

May 2025

Full Sail University, Winter Park FL

AI Programming, Data Structures, Software Engineering, Computer Networks.

PROJECTS

Last Stand - Gameplay, AI, and Systems Programmer

March 2025 - Present

- Developed an FPS tower defense game with intense action and strategic depth, challenging players on tower placement and defense tactics.
- Implemented player mechanics, AI behaviors, game systems, and audio management.
- Software operated for this project includes C++, Unreal Engine 5, Visual Studio, and Perforce.
- Overcame challenges with project setup, version control, frequent bugs, and sourcing free assets for a modern-futuristic military theme and a small two-person team.

Cyber Breach - Gameplay Programmer

May 2024 - June 2024

- Built a precision FPS parkour platformer with a cyberpunk theme, featuring responsive movement, projectile shooting, and challenging traversal.
- Designed projectile assets, ammo spawners, triggers, buttons, and platforms to enhance gameplay. Supported team members in AI programming and UI design.
- Software used for this project includes C#, Unity, Visual Studio, and GitHub.
- Coordinated with four team members to track progress, identify issues, and allocate help where needed.

Conway's Game of Life - Software Engineer

February 2024 - March 2024

- Created a copycat of Conway's Game of Life simulation to explore cellular automation, implement grid logic, and render a dynamic UI.
- Designed and developed a Conway's Game of Life simulation with grid logic, state transitions, and a responsive UI for real-time cell evolution.
- Software leveraged for this project includes C++, wxWidgets, Visual Studio, and GitHub.
- Debugged edge cases in rule implementation and enabled real-time cell modification through dynamic grid interactions.