Kevin Wall

Programmer / Game Developer

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EXPERIENCE

Full Sail University, Retro Mafia – *Invasion of Liberty*

Oct 2023 - Nov 2023 | Team Size: 4

- ❖ Worked as a Graphics Programmer to develop a Vulkan rendering system using FLECS. Used Vulkan for performance benefits such as instanced draw calls and anti-aliasing.
- ❖ Created debugging tools such as wireframe (checking polygon rendering), toggleable lights (fragment shader testing), and more to improve cross-functional collaboration when solving issues related to rendering or gameplay..
- ❖ Researched and used FLECS (C++ Entity Component System) to draw specific models depending on entity states within the rendering system to the screen.

Full Sail University, Half Control – *FPS Midterm Project*

Jun 2023 - Jul 2023 | Team Size: 6

- ❖ Worked as a General Programmer developing the User Interface and Game Menus to display player status, swap abilities, and fine tune settings.
- ❖ Streamlined game menus to ensure gamepad accessibility and minimal time so players can focus on gameplay, improving our usability feature set.
- ❖ Coordinated and managed team meetings where I documented discussions and ideas. Helped lighten workload of other team members to focus on key features.
- ❖ Used Agile Methodology to test features and provide working deliverables during milestones.

TheBobs GamingNetwork – *Full Stack Developer Internship*

Aug 2017 - May 2022 | Team Size: 25

- ❖ Worked as a Full Stack Developer I worked within both the front and back ends of the server, helping with server automation and player focused updates.
- ❖ Used PuTTY with WinSCP to maintain server upkeep and increase player retention rate.
- ❖ Customized various API/Plugins to provide statistics (moderation logs/peak-player hours) for other staff members and helpful information (crafting recipes/help menus) for online players.

EDUCATION

Full Sail University, Winter Park, FL – B.S. Game Development

August 2022 - June 2024

- ❖ Developed skills in object-oriented programming languages (C# and C++) and worked on several solo and team-based projects.
- ❖ Excelled group projects by expanding user experience features with reactive interfaces for resource systems and debugging tools within a custom graphics renderer.
- ❖ Researched and implemented various API's within projects to provide and enhance development experience.

College of the Albemarle, Elizabeth City, NC – Associates of Arts

August 2019 - June 2022

- ❖ Produced effective communication and qualitative work that accurately described my interpretation of the material. Learned varying areas of expertise ranging from arts/music to business and communication.

Skill Set

- ❖ Unity (~1 year)
- ❖ Unreal (< 1 year)
- ❖ C++ (~1 year)
- ❖ C# (~1 year)
- ❖ HLSL (< 1 year)
- ❖ RISC ASM (< 1 year)
- ❖ Vulkan (< 1 year)
- ❖ FLECS (< 1 year)
- ❖ C++11 Threading (< 1 year)
- ❖ WinSock2 (< 1 year)
- ❖ wxWidgets (< 1 year)

Soft Skills :

- ❖ Agile Methodology
- ❖ Rapid Prototyping