Kevin Wall

Programmer / Game Developer

EXPERIENCE

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

Oct 2023 - Nov 2023 | Team Size: 4 | Game Engine: Custom (C++)

- ❖ 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 | Game Engine: Unity (C#)

- ❖ 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.

Contact Me:

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Soft Skills

Logical Analysis

Versatile Task Management

Cross–Functional Collaboration

Agile Methodology

Usability Feature Set

Documentation Research

Rapid Prototyping

Technical Skills

Unity

Unreal

C++

C#

HLSL

RISC ASM

Vulkan

FLECS

C++11 Threading

WinSock2

wxWidgets