

Kevin Wall

Programmer / Game Developer

EXPERIENCE

Full Sail University, Tutor

Jan 2024 - Current

- ❖ Primarily a Graphics Tutor, while helping in twenty-six other classes such as Data Structures, Linear Algebra, and Programming 1 & 2 (C++ based).
- ❖ Helped students understand programming concepts and logic flow by using diagrams, whiteboard examples, and relatable scenarios.

PROJECTS

Graphics Programmer , Retro Mafia – *Invasion of Liberty*

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

- ❖ Created a Vulkan pipeline to draw and render models with performance benefits (anti-aliasing, instanced draw calls).
- ❖ Implemented FLECS (Fast Lightweight Entity Component System) to handle spawning and collision systems.

General Programmer, Half Control – *Psychic Protocol*

Jun 2023 - Jul 2023 | Team Size: 6 | Game Engine: Unity (C#)

- ❖ Created the User Interface and Game Menus to player information and customizable settings.
- ❖ Streamlined game menus for gamepad accessibility and minimal in-menu time.

TheBobs Gaming Network – *Full Stack Developer Internship*

Aug 2017 - May 2022 | Team Size: 25

- ❖ Full Stack Developer within both sides of the server, helping with server automation and player focused updates.
- ❖ Used PuTTY with WinSCP (server management tools) to maintain server uptime.

EDUCATION

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

August 2022 - June 2024

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

August 2019 - June 2022

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SKILLS

C++

C#

HLSL

Vulkan

FLECS

Agile Methodology

3D Math

Linear Algebra

PROGRAMS

Unity

Visual Studios 2022

Github

Blender

Jira

Confluence

Trello

Perforce

RenderDoc

HOBBIES

Playing games with friends

Reading web novels

Learning programming languages