Kevin Wall

Software Engineer

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EXPERIENCE

Full Sail University, Lab Specialist

Jul 2024 - Current

- ❖ Discussed and facilitated various courses, including on-campus and online labs, using C++ and varying API's. Engaged students with diverse learning strategies and provided constructive feedback to support their educational goals.
- ❖ Iterated hypothetical scenarios with students in whiteboard scenarios to showcase possible outcomes and encouraging debugging practices.
- ❖ Created departmental course content for Online/Campus Labs/Lectures.

Full Sail University, Graphics Tutor

Jan 2024 - Jun 2024

- ❖ Assisted and mentored students as a subject matter expert in Programming 1 & 2 (C++ based), Linear Algebra, and Computer Graphics.

PROJECTS

Gameplay Engineer, Bjorn Studios - Zombies *FPS*

Mar 2024 - Apr 2024 | Team Size: 2 | Game Engine: Unity (C#)

- ❖ Organized tasks and code structure applying Sprint-Based Agile Methodology using Trello.
- ❖ Enhanced pre-existing systems to support better scalability and performance.

Networking & Gameplay Engineer, Half Control - *VR Game*

Feb 2024 - Mar 2024 | Team Size: 4 | Game Engine: Unity (C#)

- ❖ Introduced networking systems for multiplayer connections utilizing Unity Netcode for Game Objects, Relay, and Lobby APIs.
- ❖ Created player customization systems, debugging systems, and interactive interfaces for users.

Graphics Engineer, Retro Mafia - *Custom Engine*

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

- ❖ Used Gateware (open source API) to create window applications, manipulating data with FLECS (Fast Lightweight Entity Component System), finally passing vertex data to Vulkan.
- ❖ Created a Vulkan pipeline to draw and render models with performance benefits (anti-aliasing, instanced draw calls) and utilizing vertex/fragment shaders.
- ❖ Implemented FLECS to handle spawning and collision systems with knowledge of Linear Algebra and 3D Math.

Generalist Engineer, Half Control - *Ability Based FPS*

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

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

EDUCATION

Full Sail University, Winter Park, FL - Bachelor Of Science Game Development

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

SKILLS

C++14

C++20

C#

Shaders

Vulkan

FLECS

Sprint-Based Agile Methodology

3D Math

Linear Algebra

PROGRAMS

Visual Studios 2022

Unity

Github

Blender

Trello

Atlassian Jira

Atlassian Confluence

RenderDoc

Microsoft Office Suite

Zoom