

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

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

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

- ❖ Graphics Programmer creating a Vulkan pipeline to draw and render models.
- ❖ Vulkan was chosen for performance benefits (anti-aliasing, instanced draw calls).
- ❖ Implemented FLECS (Fast Lightweight Entity Component System) to handle spawning and collision systems.

Full Sail University, Half Control – *Psychic Protocol*

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

- ❖ General Programmer that 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

PROGRAMS

Unity

Unreal 5.3

Visual Studios 2022

Github

Blender

Jira

Confluence

Trello

Perforce

RenderDoc

HOBBIES

Games

Reading Books/Light
Novels

Binge Watch Movies &
TV Shows

Party with friends

Explore new locations