# Kevin Wall

## Unity Engineer

**Contact Me:**

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## EXPERIENCE

### Full Sail University, Tutor

Jan 2024 - Current

- ❖ Primarily a Graphics Tutor, while helping in a variety of 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

### Team Lead & Developer, Bjorn Studios – *Undead Paradise*

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

- ❖ Organized tasks and code structure, provided deadlines, and managed assets used.
- ❖ Enhanced most scripted systems (Enemy Manager with Object Pooling, Base Resource Class, Base Timer Class) to provide streamlined implementations.

### Networking & Gameplay, Half Control – *Dungeon Crawler*

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

- ❖ Introduced networking systems for LAN and Wireless connections within the game using Unity Netcode for Game Objects, Relay, and Lobby APIs.
- ❖ Created player customization systems, debugging systems, and interactive interfaces for users.

### 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.

### UI & Generalist Programmer, Half Control – *Psychic Protocol*

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

Aug 2022 - Jun 2024

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

Aug 2019 - Jun 2022

## SKILLS

C++

C#

HLSL

Vulkan

FLECS

Sprint–Based 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