

Hermann I McEnhill



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Dedicated Full-Stack Engineer with a strong background in web development, game design, and software engineering. Creative thinker with a proven track record of delivering innovative solutions. Proficient in JavaScript, React.js, Node.js, and Unity. Excited to leverage my skills and experience to contribute to Epic Games' online infrastructure team.

TECHNICAL SKILLS

- Programming Languages: C#, JavaScript (Node.js), Java Spring
- Web Development: React.js, ASP.NET CORE
- Game Development: Unity, Godot
- Version Control: Git
- Database: SQL (PostgreSQL)
- Cloud Services: AWS
- Agile Methodology

TECHNICAL EXPERIENCE

Software Engineer June 2022 – Present
RTS Labs, Richmond, Virginia (Remote)

- Utilized Java Spring, PostgreSQL, React.js, and AWS to serve as the primary back-end and occasional front-end developer on a team responsible for launching a groundbreaking product.
- Successfully executed major and minor releases using Agile methodology, demonstrating a commitment to project management and quality assurance.

Co-Founder / Lead Programmer October 2020 – February 2022
Unnamed Video Game Studio Startup, Remote

- Co-founded a startup game studio, leading the development of an immersive gaming experience from scratch.
- Leveraged expertise in game theory, storytelling, and software development to create a compelling game using Unity.
- Key accomplishments include implementing an extensive inventory and crafting system, dynamic combat mechanics, procedurally generated dungeons, and intelligent non-player character behavior.
- Contributed to the studio's growth by establishing a foundation for future game development projects.

Associate Software Engineer October 2019 – October 2020
Rocket Mortgage (fka Quicken Loans), Detroit, Michigan

- Collaborated on product development and design as a software engineer, working with C#, .NET Core, and Agile methodologies.
- Designed and implemented critical software modules, emphasizing functionality and quality through unit testing and code reviews.

OTHER PROFESSIONAL EXPERIENCE

Product Configuration Analyst / Material Planner December 2016 – October 2019
Roush Industries, Livonia, Michigan

Entrepreneurship December 2010 – December 2016

Functional Consultant
SAP, Philadelphia, PA & Independent

October 2007 – December 2010

Project Engineer & Project Coordinator
Roush Industries, Livonia, Michigan

July 2005 – October 2007

Jr. Quality Engineer Consultant
AILS Corporation, Wixom, Michigan

October 2004 – July 2005

Research Assistant
University of Michigan, Ann Arbor, Michigan

June 2002 – June 2004

EDUCATION

University of Michigan, Ann Arbor, Michigan
College of Engineering, Mechanical Engineering, Masters
● Specialized studies in Thermodynamics, Controls, and Engines.

September 2002- April 2003

University of Michigan, Ann Arbor, Michigan
College of Engineering, Mechanical Engineering, Bachelors
● Studies in Design for Environment, Design for Manufacturing, Statistical Process Control, Heat Transfer, Fluid Dynamics, Materials, Statistics, and Dynamics and Vibration.

September 1998- April 2002

CERTIFICATIONS

Grand Circus .NET C# Bootcamp Detroit, MI

April 2019 – September 2019

CURIOS

Author

- Completed 400-page novel set in an original tech-fantasy world of magic and machinery.
 - At least three sequels are planned.
- Outline set for cosmic horror novel set in a post-apocalyptic world.

Musician

- Classically trained tenor.
- Piano.