

# Hermann I McEnhill

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Skilled software engineer and Unity developer with a passion for game design theory and product development. Brings unique perspectives and ideas to projects. Thrives in fast paced environments with unique challenges while always maintaining a steadfast commitment to quality and ethics.

## TECHNICAL SKILLS

- C#
- ASP.NET CORE
- JavaScript (Node)
- Unity
- React
- Git
- Java Spring
- SQL
- Agile

## TECHNICAL EXPERIENCE

### *Software Engineer*

June 2022 – Present

RTS Labs, Richmond, Virginia (Remote)

- Technology: Java Spring, PostgreSQL, React Native, AWS, Agile
- Primary Back End developer on a team supporting the launch of a novel product.
  - Using agile methodology, the team successfully made one major and one minor release.
  - Delivered the product to a client with a successful product launch.

### *Co-Founder / Lead Programmer*

October 2020 – February 2022

Unnamed Video Game Studio Startup, Remote

- Technology: Unity, C#, Pixel Art, Collaborate / Github / PlasticSCM
- Designed and coded core architecture and systems implementation and integration.
- Worked in partnership with Co-Founder on all aspects of game design including game loop, player motivations, and storytelling with particular emphasis on integration with the core systems.
- Key features: Inventory and Crafting, Nuanced combat with detailed swordplay mechanics, procedurally generated maze-like dungeons, state-driven character AI.

### *Associate Software Engineer*

October 2019 – October 2020

Rocket Mortgage (fka Quicken Loans), Detroit, Michigan

- Technology: C#, Agile, CircleCI, Github
- Member of the Rocket Mortgage App client qualification dev team.
- Developed endpoint which received client profile information and mortgage options as inputs and served a collection of required supporting documents which would need to be collected to meet those mortgage requirements if not already present.
- Participated in code reviews and write unit tests.

## OTHER PROFESSIONAL EXPERIENCE

### *Product Configuration Analyst / Material Planner*

December 2016 – October 2019

Roush Industries, Livonia, Michigan

- Created and maintained production schedule including entering sales orders, forecasts, or direct production orders, as applicable using the PeopleSoft ERP system.
- Managed change control process to smoothly manage production changes.
- Tracked and managed potential material shortages and planned materials runout at production completion.

- Subscription service with monthly product delivery.
  - Designed and developed a business which had a great opportunity in a unique market.
  - Led product development. Designed and crafted prototype samples using production-ready equipment.
  - Developed plan for procurement, production, packaging, and freight.
- Craft Brewery Business
  - Developed a business plan for a light-industrial business to craft products for on-site and wholesale sales.
  - Refined the process for creating a high quality product with a unique brand.
  - Designed and built the prototype factory where the product would be made. This prototype factory was designed to scale as accurately as possible to a full-scale production facility while meeting the needs of a proof-of-concept soft launch.

*Functional Consultant*

October 2007 – December 2010

SAP, Philadelphia, PA & Independent

- Technology: SAP-proprietary Enterprise solution
- Certified in Sales and Distribution module (2008)
- Worked on-site and in partnership with clients to collect business requirements and preferences.
- Configured the SAP-proprietary software to the client requirements.
- Trained client-side employees to manage, maintain, and improve the installation going forward.

*Project Engineer & Project Coordinator*

July 2005 – October 2007

Roush Industries, Livonia, Michigan

## EDUCATION

University of Michigan, Ann Arbor, Michigan

September 2002- April 2003

*College of Engineering, Mechanical Engineering, Masters*

- Specialized studies in Thermodynamics, Controls, and Engines.
- Activities and societies: Society of Automotive Engineers (SAE), Order of the Engineer

University of Michigan, Ann Arbor, Michigan

September 1998- April 2002

*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.

## 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.