

Hermann I McEnhill

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A creative-minded software engineer and Unity developer with a talent for visualizing and building solutions. Brings unique perspectives and ideas to projects. Thrives in high paced environments with unique challenges while always maintaining a steadfast commitment to quality and ethics.

EDUCATION

Grand Circus .NET C# Bootcamp Detroit, MI

April 2019 – September 2019

University of Michigan, Ann Arbor, Michigan

September 1998 - April 2003

College of Engineering, Mechanical Engineering, Masters

TECHNICAL SKILLS

- C#
- ASP.NET CORE
- Unity
- HTML/CSS/JavaScript
- Git
- SQL

PROFESSIONAL EXPERIENCE

Co-Founder / Lead Programmer

October 2020 – Present

Unnamed Video Game Studio Startup, Remote

- Technology: Unity3d, C#
- Responsible for core architecture and systems implementation and integration.
- Key features: Inventory and Crafting, Nuanced combat with detailed swordplay mechanics, procedurally generated maze-like dungeons, state-driven non-player character AI.

Associate Software Engineer

October 2019 – October 2020

Quicken Loans (now Rocket Mortgage), Detroit, Michigan

- Develop backend (C#) functionality for the mortgage approval process. Serving up mortgage options and relevant approval requirements.

Product Configuration Analyst / Material Planner

December 2016 – October 2019

Roush Industries, Livonia, Michigan

- Create and maintain production schedule including entering sales orders, forecasts, or direct production orders, as applicable using the PeopleSoft ERP system.
- Manage change control process to smoothly manage production changes.
- Track and manage potential material shortages and materials runout at production completion.

OTHER ACCOMPLISHMENTS

Author

- Completed 400-page novel set in an original tech-fantasy world of magic and machinery.
- At least three sequels are planned.