

Hermann I McEnhill



hmcenhill@gmail.com | 734.604.8259 | [LinkedIn.com/in/hermann-mcenhill](https://www.linkedin.com/in/hermann-mcenhill) | herm.in

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. Excited to leverage my skills and experience to contribute to Epic Games' Service Management Platform 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
- CI/CD: Jenkins, Azure DevOps
- 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.