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. 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)

- Primary back-end and occasional front-end developer where I use Java Spring, PostgreSQL, React.js, and AWS to launch a unique product.
- Collaborate with stakeholders and end-users for requirements collection and refinement. Particularly where requirements are vague, it is especially important to refine needs into measurable targets.
- Often asked to attend contentious client-meetings because of a talent for finding common ground, and quickly working to the heart of an issue in order to discover achievable and measurable solutions.
- Successfully executed major and minor releases using Agile methodology.
- Deployed development and production updates using Git version tracking and Jenkins deployment pipelines for responsive and seamless releases.
- Mentored fellow developers when my experiences aligned. From simple code reviews and discussion, to more nuanced discussions of customer and client management.
- Implemented unit testing habits and encouraged colleagues to do the same to build more robust services which are resilient to updates over time leading to less long-term maintenance.
- As a solo-developer for an external client, developed a standalone middleware application which interfaces with their company systems as well as outside services. With brief details, worked with stakeholders to develop project requirements and refined them during development as the project took shape. Extensive unit testing (xUnit) provides 100% code coverage and inspired a company-wide campaign to implement unit testing across the board.

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.
- Leveraged expertise in game theory, storytelling, and software development to create a compelling game using Unity. In particular, I was focused on the session-to-session motivations and building a compelling sense of continuous progress which felt both achievable and satisfying while valuing the player's time.

- Key accomplishments include implementing an extensive inventory and crafting system, dynamic combat mechanics, character progression, procedurally generated dungeons, and organic-seeming non-player character behavior.
- With the core platform in place, I stood aside to allow my partner to build out the remaining story and adventure timeline which continues to this day. I am confident of an eventual release.

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.
- Contributed to the proprietary "Rocket Mortgage" application in the pre-approval functionality. Implemented logic that confirmed whether a certain user's income would qualify and how that user would need to prove it before final approval. This involved frequent collaboration with the business and other subject matter experts to validate accuracy and identify common mortgage fraud tactics.
- Designed and implemented critical software modules, emphasizing functionality and quality through unit testing (xUnit) and code reviews with a target of 100% code coverage.

EDUCATION

University of Michigan, Ann Arbor, Michigan   September 2002- April 2003
         Master of Science, Mechanical Engineering
- Specialized studies in Thermodynamics, Controls, and Engines.

University of Michigan, Ann Arbor, Michigan   September 1998- April 2002
         Bachelor of Science, Mechanical Engineering
- 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