

KIMBERLY SHIFFLETT

Software Engineer – Full-Stack Developer

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SUMMARY

Over 2+ years of experience in software development and design. Full life-cycle project experience practicing excellent work ethic with both personal and professional skills. Innovative, adaptable, cooperative, open-minded, and eager to learn new technologies. Excellent communication skills that result in satisfied clients.

EXPERIENCE

Software Engineer - Unity Developer (*Pokémon Go*)

Niantic | Bellevue, WA

April 2022 – July 2023

- *Pokémon Go*'s Growth and Retention team member focused on continued engagement for both new and returning players.
- Successfully implemented new user-facing retention focused features for a player base of over 80 million monthly users
- Full-stack development with Unity game engine using C# for user-faced development and Java for back-end data telemetry integration using SQL.
- Successfully integrated and deployed features to all available mobile operating systems.
- Tested and debugged using Unity Testing Framework.
- Worked closely with the data and QA teams to stage, simulate, and verify new user features.

Software Engineer – Full Stack Developer (*C2IMERA*)

Leidos | Charlottesville, VA

May 2021 – April 2022

- Full-stack development with React JS using JavaScript/Typescript for front-end interfaces and backend features with Java, including creating a cache system with RESTful services using SQL.
- Wrote and tested features with both JUnit and Cucumber BDD testing and unit-testing with Ruby for automated testing.
- Conducted technical interviews for new recruits.

EDUCATION

Bachelor of Science, Computer Science | Minor, Computer Game Design

George Mason University | December 2020

GPA: 3.7

PERSONAL PROJECTS

Amazon Web Services (AWS) Certified Cloud Practitioner

Portfolio Website - <http://kcshiffl.com/>

Winter 2020

Portfolio website listing more of my personal projects using AWS for hosting & cloud services.

Technologies: JavaScript/Typescript, ReactJS, AWS, HTML, CSS

Ko and The Transient Heat - <youtu.be/il92GfCl7Hc>

Winter 2020

3D tile-based puzzle game built in Unity. The player is allowed a limited number of movements to complete each puzzle, and they must maneuver around pushable/breakable blocks.

Technologies: C#, Unity, 3DS Max

SKILLS

Languages: Java, C#, SQL, Python, Javascript/Typescript, , HTML, C, C++

Testing Environments: Unity Testing Framework, Ruby (RubyMine), JUnit, Cucumber, Jenkins

Technologies: Unity, ReactJS, Docker, Git, Bitbucket, JIRA

AWS Services: AWS Amplify, Lambda, Cognito, S3, IAM, Route 53

* REFERENCES AVAILABLE UPON REQUEST *