KIMBERLY SHIFFLETT
Software Engineer & Game Developer

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EXPERIENCE

Software Engineer (Unity Developer) – Niantic @ Bellevue, WA   April 2022 – July 2023
- Member of ***Pokémon Go***'s Growth and Retention development team
- Focused on Unity game development in C#
- Cross-checked builds for IOS/Android Mobile through Xcode & Android Studio
- Successfully implemented new user-facing player-retention focused features

Software Engineer – Leidos @ Charlottesville, VA   May 2021 – April 2022
- Front-end development with Javascript/Typescript and React
- Agile development with JIRA issue tracking
- Created backend features including a cache system and RESTful services
- Wrote and tested cucumber feature & Ruby steps for automated testing
- Conducted technical interviews for new recruits

EDUCATION

Bachelor of Science, Computer Science – GPA: 3.7   **George Mason University**
Minor, Computer Game Design   December 2020

RELEVANT PROJECTS

*Work in Progress: **Amazon Web Services (AWS) Certified Cloud Practitioner**

1. Portfolio Website - *kcshiffl.com/*   Spring 2021
- Website developed with React JS & deployed with AWS Amplify
- Focus on front-end development with an emphasis on Javascript & CSS
- Updates to site regularly maintained on Git

Technologies: Git, React, Javascript, CSS, HTML, Amplify

2. Ko and the Transient Heat - *youtu.be/il92GfC17Hc*   Winter 2020
- A 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: Git, C#, Unity, 3DS Max

SKILLS

Languages: Java, Javascript/Typescript, C#, SQL, Python3, HTML, C, C++
Testing Environments: 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 ***