

KENDAL L. MITCHELL

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(571) 295-3852

EDUCATION

Drexel University

BS | General Studies (Computer
Specialization)
Minor | Computer Science
Expected Graduation | 2023

Recipient, A.J. Drexel Scholarship | 2022
Captain, Drexel Fencing Club | 2022
Member, DU Game Developers Group

Relevant Coursework:

Computer Game Design, Screenwriting,
Data Structures and Algorithms,
Linear Algebra, Software Architecture

PROGRAMS

Unity
GameMaker Studio 2
Arduino
Blender/Maya
Adobe Creative Suite
Git
Trello/Confluence/Notion
Figma

LANGUAGES

C++
C#
JavaScript
HTML/CSS
ReactJS
Python

INTERESTS

Fantasy/Sci-Fi/Horror
Hip-Hop, Rock, & EDM

EXPERIENCE

Unity/Interactive Game Developer, Night Kitchen Interactive

9.2020 – 3.2021 | Philadelphia, PA
- Collaborated with design and production
team in creating interfaces and programming
functionality for digital projects
- Conducted administrative tasks including
archiving, data, and word processing
- Supported production of mixed-media projects for
clients in the museums industry
- Utilized Jenkins for build automation in a CI/CD
environment of CMS-based web applications

Innovative Technology Co-Op, The Estee Lauder Companies, Inc.

9.2019 – 3.2020 | Bristol, PA
- Enhanced overall efficiency through
implementation of flexible robotic systems
- Developed a Raspberry Pi Python GUI
application to provide real time data collection
- Designed and 3D printed custom tooling to
support floor mechanic functions
- Initiated and managed automated line feeding,
translating to \$20,708.91 in savings

Software Engineering Intern, Dynex Technologies

9.2018 – 3.2019 | Chantilly, VA
- Performed a wide range of manual and
automated software tests for various projects
- Generated and updated software and product
requirements documentation following FDA
regulatory standards
- Identified functional problems and interpreted
unit/integration tests for autonomous systems and
components of Class II medical devices