

Mikaela (Kelly) Carino

Game Programmer

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Portfolio: mikaelacarino.com | **GitHub:** github.com/mikellykels | **LinkedIn:** linkedin.com/in/mikaelacarino/

Summary

Experienced Software Engineer with specialized training in Game Programming from CG Spectrum. My portfolio includes a range of diverse game projects like the solo venture "Lux Labyrinth" and team-led "Unutterable." While working at ServiceNow and Sentry, I deepened my technical expertise by driving key developments and innovations. I've also achieved recognition as one of the 75 grantees selected from a competitive pool of 750+ applicants during the 2023 IGDA-F Virtual Exchange. In addition, I hold certifications in Game Programming with Excellence and as a Certified Digital Artist. Eager to leverage my education and experience, I'm transitioning into the gaming industry to craft compelling gameplay narratives.

Skills

Programming: C++, JavaScript, TypeScript, React, Python, Django, HTML, CSS

Tools: Unreal Engine, GitHub, Perforce, Jira, Confluence, Visual Studio, Maya, Substance Painter, MotionBuilder, Photoshop, Illustrator

Game Development: Gameplay, Animations, AI, Weapons, Combat, Inventory, UI, Level Design, 3D modeling, Rigging, Virtual Production, Technical Art

Soft Skills: Teamwork, communication, cross-team collaboration, problem-solving, adaptability, self-driven

Projects

Unutterable - C++, Unreal Engine 5 - May 2023 - Present

- As the lead programmer for an 11-member team project, I play a pivotal role in managing and contributing to various aspects, including character movement and mechanics, enemy AI, combat systems, inventory mechanics, animations, code reviews, and GitHub management.
- One of the significant challenges we encountered was effective communication to avoid merge conflicts on GitHub. We implemented strict communication protocols and collaborated closely with the project lead, art, and design teams to ensure that the programming team did not work on overlapping features. This proactive approach helped us minimize merge conflicts and maintain a streamlined development process

Lux Labyrinth - C++, Unreal Engine 5, Maya - July 2023

- As a solo developer, I tackled a 3-week CG Spectrum Game Mechanic Challenge. I implemented core mechanics, health systems, quest lists, lighting, enemy AI, UI and level design.
- Challenges included integrating complex assets from KitBash3D's Cargo app into a C++ actor class, requiring a blend of C++ and Blueprints for optimal control.
- Video:** vimeo.com/mikellykels/luxlabyrinth **GitHub:** github.com/mikellykels/LuxLabyrinth

Automaton Alpha - C++, Unreal Engine 5 - April 2023 - July 2023

- As a solo developer, I undertook the creation of a steampunk-themed RPG. My responsibilities included the development of an equipment system, attack mechanics, player stats, AI behaviors, character movement, UI and level design.
- Challenges included setting up the AI to attack the player and managing collisions when either the player or the AI initiated attacks. These challenges required intricate problem-solving and fine-tuning to ensure a smooth and engaging gameplay experience.
- Video:** vimeo.com/mikellykels/steampunkrpg **GitHub:** github.com/mikellykels/RPG

Tantrum - C++, Unreal Engine 5 - March 2023 - June 2023

- As a solo developer during a 12-week course at CG Spectrum, I created a competitive racing game. My contributions encompassed interaction systems, power-up mechanics, menus, sound effects, and codebase enhancements.
- Challenges included refactoring the course codebase with my code to ensure seamless integration.
- Video:** vimeo.com/mikellykels/tantrum **GitHub:** github.com/mikellykels/Tantrum

Relevant Experience

ServiceNow - Software Engineer II - *San Francisco, CA (Remote) - June 2022 - Present*

- Implement the development of groundbreaking features, such as Alerts, Notebooks, and Change Intelligence, in the Cloud Observability product (formerly Lightstep), leading to a 20% improvement in user experience and a 30% increase in user engagement
- Facilitate cross-functional collaboration, contributing to a 20% increase in team productivity, ensuring cohesive product features that resonate with user needs and streamline their journey
- Manage multiple Jira projects from conception to completion, leading to timely product releases that consistently meet user expectations
- Uphold best practices in code quality, ensuring a stable, reliable, and high-performing product for users

Sentry - Software Engineer - *San Francisco, CA - March 2017 - June 2022*

- **Software Engineer - *March 2021 - June 2022***
 - Drove user experience enhancements, resulting in a more intuitive platform and increased user satisfaction
 - Authored technical documentation for new features, reducing onboarding times and user queries
 - Charted a trajectory of consistent professional growth, contributing to a variety of company objectives and projects, reflecting adaptability and a drive for excellence
- **Senior Support Engineer - *July 2019 - March 2021***
- **Support Engineer - *March 2017 - July 2019***

Education

CG Spectrum - *Online - 2022 - Present*

- Real-Time 3D Essentials - Unreal Engine, Maya, Substance Painter, MotionBuilder
- Intro to 3D Modeling - Maya, Substance Painter
- Game Programming (***with Excellence***) - C++, Unreal Engine
- Intro to Game Programming - C++, Unreal Engine

Coding Dojo - *Online - 2016*

- Web Development

San Jose State University - *San Jose, CA - 2013*

- Bachelor of Arts in Art and Design Studies

Certifications

Intro to 3D Modeling - CG Spectrum - *January, 2024*

- Build 3D assets from scratch using 3D modeling techniques in Maya and Substance Painter

Game Programming with Excellence - CG Spectrum - *September, 2023*

- Recognized with an "Excellence" distinction, demonstrating outstanding skills and dedication throughout the course

Certified Digital Artist - Game Design & Development - Gameplay Programming - *August, 2023*

- Recognized by Certified Digital Artist for standout skills and capabilities in gameplay programming, showcasing an adeptness in both theoretical knowledge and practical application

Intro to Game Programming - CG Spectrum - *October, 2023*

- C++ fundamentals and advanced techniques

Awards

2023 IGDA-F Virtual Exchange Velocity Development Program Scholarship - *September - October 2023*

- Selected as one of the 75 grantees from a competitive pool of 750+ applicants, reflecting top 10% recognition