Mikaela (Kelly) Carino

Software Engineer | Game Programmer
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Portfolio: mikaelacarino.com
GitHub: github.com/mikellykels
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Summary

Experienced Software Engineer and Game Programmer with a passion for playing and developing engaging, high-quality games. Adept at collaboration and teamwork across departments and disciplines, communication, problem-solving, and continued learning. Seeking to leverage my technical skills and adaptability in a challenging role.

Skills

Programming Languages/Frameworks: C++, JavaScript, TypeScript, React, Python, Django, HTML, CSS
Tools/Platforms: Unreal Engine, Git, GitHub, JIRA, Visual Studio, Visual Studio Code, Adobe Photoshop and Illustrator, Maya
Game Development: Player Movement, Animations, Enemy AI, Level Design, Weapons, Combat, and Inventory systems, UI, 3D Math
Soft Skills: Strong teamwork and communication abilities, team and cross-team collaboration, exceptional problem-solving skills, ability to learn and adapt quickly, driven and self-motivated

Projects

Automaton Alpha - C++, Unreal Engine 5
- Solo developer for this ongoing steampunk-themed RPG. Contributions include a comprehensive equipment system, dynamic attack mechanism, detailed player stats, enemy AI, UI elements, character movement mechanics, and level design.
- **Vimeo:** https://vimeo.com/mikellykels/steampunkrpg **GitHub:** https://github.com/mikellykels/RPG

Tantrumn - C++, Unreal Engine 5
- A competitive racing game, completed in 12 weeks during my coursework at CG Spectrum. The game features obstacle navigation and power-up usage. My contributions include an interaction system, power-up system, equipped item system, pause and resume menu, sound effects, and various improvements/additions to the existing codebase and game systems to work with my contributions.
- **Vimeo:** https://vimeo.com/mikellykels/tantrumn **GitHub:** https://github.com/mikellykels/Tantrumn

Lux Labyrinth - C++, Unreal Engine 5, Maya
- Entry for a 3-week Game Mechanic Challenge where you need to get a ball through a hoop, hosted by CG Spectrum. Solo developer on this project incorporating the main mechanic, health system, quest/task list system, section light-up system, enemy AI, and level design. Hoop made in Maya.
- **Vimeo:** https://vimeo.com/mikellykels/luxlabyrinth **GitHub:** https://github.com/mikellykels/LuxLabyrinth

Project E - C++, Unreal Engine 5
- Lead programmer on an ongoing team project with 9 other members (2 of us on the Programming team). Current contributions include character movement/inputs, implementing a combat and inventory system, adding and connecting animations, and managing the GitHub repository. Collaborate closely with project lead, art, and design team members to integrate gameplay features.

Relevant Experience

ServiceNow - **Software Engineer** - San Francisco, CA (Remote) - June 2022 - Present
- Develop and implement features for the Cloud Observability product, such as Notebooks and Change Intelligence.
- Collaborate closely with design teams to translate designs into frontend displays.
- Serve as a Milestone Owner on rotation, leading Jira epics and projects from start to finish.
- Conduct end-to-end tests and unit tests, maintaining code quality and functionality.
- Formerly Lightstep - Acquired by ServiceNow.

Sentry - **Software Engineer** - San Francisco, CA - March 2017 - June 2022
- **Software Engineer -** March 2021 - June 2022
  - Streamlined customer workflow by implementing issue triaging, alert notifications, and application health stats.
  - Improved user experience by integrating design enhancements relevant to developers and teams.
  - Fixed bugs, conducted acceptance and unit tests, participated in code reviews, and managed projects through Jira.
  - Authored technical documentation for new feature releases.
- Progressed through roles of increasing responsibility at Sentry:
  - **Senior Support Engineer** - July 2019 - March 2021
  - **Support Engineer** - March 2017 - July 2019

Awards

IGDA Virtual Exchange Velocity Development Program Scholarship - 1 of 75 grantees out of 750+ applicants for the 2023 IGDA Virtual Exchange Velocity Development Program
September - October 2023

Education

San Jose State University - Bachelor of Arts in Art and Design Studies
2013 - San Jose, CA
CG Spectrum - Game Programming (C++ and Unreal Engine)
2022-2023 - Online
Coding Dojo - Backend Web Development
2016 - Online