

Mikaela (Kelly) Carino

Software Engineer | Game Programmer

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

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, AI, Level Design, Weapons, Combat, 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, AI, UI elements, character movement mechanics, & level design.
- **Vimeo:** <https://vimeo.com/mikellykels/steampunkrpg> **GitHub:** <https://github.com/mikellykels/RPG>

Tantrum - C++, Unreal Engine 5

- A competitive racing game, completed in 12 weeks during my coursework at CG Spectrum, that 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/tantrum> **GitHub:** <https://github.com/mikellykels/Tantrum>

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>

Unutterable - 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. I 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 & Certifications

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

Certified Digital Artist: Game Design & Development - Gameplay Programming - Recognized for skills and capabilities in Gameplay Programming
August 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 - Present - Online

Coding Dojo - Backend Web Development
2016 - Online