

# Mikaela (Kelly) Carino

Software Engineer | Game Programmer

California, USA | (408) 230-9715 | [mikaela.carino@gmail.com](mailto:mikaela.carino@gmail.com)

Portfolio: [mikaelacarino.com](http://mikaelacarino.com)

GitHub: [github.com/mikellykels](https://github.com/mikellykels)

LinkedIn: [linkedin.com/in/mikaelacarino/](https://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, continued learning, and 3D math. 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 system, 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