Mikaela (Kelly) Carino

Software Engineer | Game Programmer
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Summary

Experienced Software Engineer with specialized training in Game Programming from CG Spectrum. My portfolio boasts diverse game projects like the solo venture "Lux Labyrinth" and team-led "Unutterable". In roles at ServiceNow and Sentry, I've deepened my technical expertise, driving key developments and innovations. Recognized by the 2023 IGDA Virtual Exchange and armed with a Game Programming with Excellence certification and Gameplay Programming certification, I'm eager to fuse my education and experience, transitioning into the gaming industry to craft compelling gameplay narratives.

Skills

Programming: C++, JavaScript, TypeScript, React, Python, Django, HTML, CSS
Tools: Unreal Engine, Git, GitHub, JIRA, Visual Studio, Maya, Adobe Photoshop and Illustrator
Game Development: Gameplay, Animations, AI, Weapons, Combat, Inventory, UI, Level Design, 3D modeling
Soft Skills: Teamwork, communication, cross-team collaboration, problem-solving, adaptability, self-motivation

Projects

Lux Labyrinth - *C++, Unreal Engine 5, Maya*
- Solo developer for a 3 week CG Spectrum Game Mechanic Challenge. Implemented main mechanics, health, quest/task list, lighting, enemy AI, and level design.
- **Video:** vimeo.com/mikellykels/luxlabyrinth **GitHub:** github.com/mikellykels/LuxLabyrinth

Tantrumn - *C++, Unreal Engine 5*
- Developed a competitive racing game during a 12-week course at CG Spectrum. Contributions include interaction, power-up and item systems, menus, sound effects, and codebase enhancements.
- **Video:** vimeo.com/mikellykels/tantrumn **GitHub:** github.com/mikellykels/Tantrumn

Automaton Alpha - *C++, Unreal Engine 5*
- Solo developer of a steampunk-themed RPG. Developed equipment, attack mechanics, player stats, AI, UI, character movement, and level design.
- **Video:** vimeo.com/mikellykels/steampunkrpg **GitHub:** github.com/mikellykels/RPG

Unutterable - *C++, Unreal Engine 5*
- Lead programmer for an 11-member team project. Managed and contributed to character movement, combat, inventory, animations, code reviews, and GitHub, while solely overseeing the enemy AI development. Collaborated closely with project lead, art, and design teams.

Relevant Experience

ServiceNow - **Software Engineer** - *San Francisco, CA (Remote) - June 2022 - Present*
- Spearhead the development of innovative features in the Cloud Observability product (formerly Lightstep), notably Notebooks and Change Intelligence, enhancing user experience and driving increased user engagement.
- Facilitate cross-functional collaboration, 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.
  - Redesigned user interfaces that significantly improved user interactions and feedback on the platform.
  - 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***

Awards & Certifications

2023 IGDA 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.
- Participated in intensive sessions focused on innovative game development techniques, networking opportunities, and industry insights from seasoned professionals.
- Collaborated with global developers, enriching my perspective on global gaming trends and challenges.

Game Programming with Excellence - CG Spectrum - September, 2023
- Successfully completed a comprehensive course focusing on the design and development of both 2D and 3D game levels, incorporating fully interactive animated characters using Unreal Engine.
- Acquired an intermediate understanding of C++ programming techniques, aligning with standards used in the AAA gaming industry.
- Recognized with an "Excellence" distinction, demonstrating outstanding skills and dedication throughout the course.

Certified Digital Artist: Game Design & Development - Gameplay Programming - *August 2023*
- Earned a certification in key gameplay programming areas: AI, mechanics, and user interaction.
- Recognized for standout skills and capabilities in gameplay programming, showcasing an adeptness in both theoretical knowledge and practical application.

Education

San Jose State University - *San Jose, CA - 2013*
- Bachelor of Arts in Art and Design Studies

CG Spectrum - *Online - 2022 - Present*
- Game Programming *(with Excellence)* - C++, Unreal Engine
- Intro to Game Programming - C++, Unreal Engine
- 3D Modeling Essentials - Maya, Substance Painter

Coding Dojo - *Online - 2016*
- Backend Web Development