

# Mikaela (Kelly) Carino

## Technical Artist

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**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 with specialized training in Game Programming and Real-Time 3D 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++, Python, JavaScript, TypeScript, React, Django, HTML, CSS

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

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

**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](https://vimeo.com/mikellykels/luxlabyrinth) **GitHub:** [github.com/mikellykels/LuxLabyrinth](https://github.com/mikellykels/LuxLabyrinth)

### 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](https://vimeo.com/mikellykels/tantrum) **GitHub:** [github.com/mikellykels/Tantrum](https://github.com/mikellykels/Tantrum)

## Relevant Experience

### Distance Over Time Studio - Lead Game Programmer | Technical Artist - Remote - September 2023 - Present

- Contribute to pre-production and development, ensuring cohesive design and execution
- Drive collaboration across art, narrative, design teams, and producers for end-to-end game development
- Implement playtest feedback and bug fixes to improve game performance and user experience
- Manage deadlines to ensure timely project completion, bolstering the studio's game jam presence
- Mentor junior members in GitHub use and programming workflows, promoting skill development

## Relevant Experience Continued

### **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