Mikaela (Kelly) Carino

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Portfolio: mikaelacarino.com
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GitHub: github.com/mikellykels

Summary

Experienced Software Engineer with a passion for game programming, seeking to leverage my technical skills and adaptability in a challenging role. Highly motivated to continue learning and growing professionally, with strong capabilities in teamwork, communication, and problem-solving.

Skills

Programming Languages/Frameworks: C++, JavaScript, TypeScript, React, Python, Django, HTML, CSS
Tools/Platforms: Unreal Engine, Git, GitHub, JIRA, Adobe Photoshop, Adobe Illustrator
Soft Skills: Strong teamwork and communication abilities, exceptional problem-solving skills, ability to learn and adapt quickly

Projects

Locking Doors - C++, Unreal Engine 5.1
- My entry for the monthly Game Mechanic Challenge at CG Spectrum where we had two weeks to complete the challenge.
- **GitHub:** https://github.com/mikellykels/LockingDoorChallenge

Steampunk-themed RPG - C++, Unreal Engine 5.1
- Steampunk-themed RPG developed using C++ and Unreal Engine 5.1. Implemented features include a comprehensive equipment system, dynamic attack mechanism, detailed player stats, enemy AI, and UI elements.
- **GitHub:** https://github.com/mikellykels/RPG

Tantrumn - C++, Unreal Engine 5.1
- A competitive racing game, completed during my coursework at CG Spectrum. The game features obstacle navigation and power-up usage.
- **GitHub:** https://github.com/mikellykels/Tantrumn

Relevant Experience

Software Engineer - Lightstep - San Francisco, CA (Remote) - June 2022 - Present
- Developed and implemented features for Notebooks and Change Intelligence.
- Collaborated with design teams to translate designs into frontend displays using tables and charts.
- Served as a Milestone Owner on rotation, leading Jira epics and projects from start to finish for the frontend.
- Conducted end-to-end tests and unit tests, maintaining code quality and functionality.

Sentry - 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.
  - Conducted acceptance tests and unit tests, participated in code reviews, and managed projects through Jira tickets.
  - Fixed bugs identified through GitHub issues, support requests, or internal channels.
  - 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

Certifications/Courses

CG Spectrum - Game Programming (C++, and Unreal Engine)
2022-2023 - Online

Coding Dojo - Backend Web Development
2016 - San Jose, CA

Education

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