# Robert Mitchell

### Technical Animator | Gameplay Engineer | Unreal Engine Specialist

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Technical Animator and Gameplay Engineer with a strong focus on Unreal Engine. Experienced in building animation systems, procedural combat, and animation pipelines. Proficient in root motion, motion matching, animation blueprints, and Maya rigging fundamentals. Highly adaptable and driven by learning, I thrive at the intersection of technical systems and animation fidelity.

## Work Experience

### Unreal Gameplay Aug 2023 - Present

Segai Productions | Remote

Collaborated with remote developers, artists, and designers using Gitea-based source control to maintain an efficient iteration pipeline.

Designed tools and workflows to streamline development across animation, VFX, and gameplay integration.

Implemented basic rigging tasks in Maya, including joint placement, skin binding, and painting weights for prototype characters and animations.

Integrated early-stage motion matching and predictive animation transitions to reduce popping and ensure smooth chaining of attacks.

Worked with root motion, directional locomotion, and animation retargeting to maintain foot accuracy and visual fidelity.

Built and maintained animation blueprint systems, including montages, notifies, and state machines to ensure fluid transitions and responsiveness.

Led development of real-time combat system using UE5’s Gameplay Ability System, integrating contextual abilities, animation syncing, and motion matching.

Developing from scratch ARPG with an advanced contextual combat system using UE5 GAS (Gameplay Ability System).

Utilized C++ to create source files and extend components accessible through blueprints.

Designing a dynamic God of War style camera manager to provide an immersive and cinematic gameplay experience.

Manage Gitea-based standalone repository on a remote system, streamlining version control for development team.

### Platform / Unity3D Tools Mar 2022 - May 2023

TempoGames | Remote

Core responsibilities focused on content distribution utilizing Jenkins, AWS, and Azure to manage scheduled dev and production builds.

Implemented features and maintained proprietary user facing cross-platform launcher that installed and updated both itself and the client.

Established C HTTPS (AWS) database connections with integrated Google.OAuth2 API and performance analysis.

Engineered a multi-threaded cross-platform self-updater in QML, resulting in a 87% load time reduction.

Leveraged QHash for differential updates and versioning control to reduce data transfer by 90%.

Applied expertise in Systems Design to streamline development processes, increasing efficiency and reducing production time.

### Unity3D Gameplay Nov 2020 - Jan 2022

ArchieMD | Atlanta, Ga

Led largest project, ***Virtual Patient***, through collaborative efforts with development team; fostered a cooperative teamwork environment.

Optimized asset management with Unity’s asset bundles to reduce CPU usage by 25% and memory usage by 56%.

Designed a dynamic blackboard system to drive complex game mechanics and visual, audio effects for dynamic in-simulation patient behavior.

Leveraged analytical skills to troubleshoot and resolve complex technical issues within Unity implementation projects.

## Projects

### Sky Gods Sep 2019 - Present

In my spare time I work on a personal project, created with Unreal Engine 4 and migrating to Unreal Engine 5, that originated as my capstone project from college. I have a working UE4 demo, but would like to see a UE5 demo by summer 2025.

## Volunteer

### STEM Outreach Coordinator for Computer Science Education Jan 2020 - May 2020

State Farm

Volunteer based STEM outreach program designed to expose young minds to computer science and programming.

Managed multiple projects concurrently with a Flexible Schedule, ensuring timely delivery of all tasks.

Designed physically interactable projects to mimic complex and abstract concepts of computer science & OOP.

## Core Skills

**Animation & Rigging Tools:** Control Rig, Animation Blueprint, Motion Matching, Montages, Retargeting, Maya (basic rigging/weight painting), Animation State Machines

**Game Engines & Tools:** Unreal Engine 4/5, Unity3D, Unity Editor API, QtQuick, QtWebEngine, Visual Studio, SourceTree, GitHub, MySQLWorkbench, QtCreator

**Programming & Scripting Languages:** C++, C#, Python (basic), Objective-C, JavaScript, Java

**Pipelines & Systems:** CI/CD, Jenkins, Git, Perforce, Agile, Scrum, AWS, Azure, Database Systems, Microservices, Quality Assurance

**Other Skills:** Gameplay Systems, Systems Design, Cross-Platform Development, Collaborative Development, Performance Optimization

## Languages

C#, C++, Objective C, JavaScript, JavaScript, Java, Python

## Education

### Kennesaw State University Jan 2016 - May 2020

**Bachelor of Science** | Computer Game Design & Development | Software Engineering | Computer Science