Mitchell Marshe
Software Engineer

Contact
Austin, Texas

512 – 966 – 5841

mitchellmarshe@gmail.com

mitchellmarshe.github.io

linkedin.com/in/mitchellmarshe

Web Development
Angular | CSS | HTML | Jasmine

Mocha | MySQL | React

Videogame Development
Blender | Bullet Physics | GIMP

Ogre3D | Unity3D | 3ds Max

Programming Languages
C | C# | C++ | Java | JavaScript

Python | TypeScript

Tools
Adobe Suite

Autodesk Suite

Docker

Git | GitHub

Microsoft Office

Skills
Agile

Communication

Debugging

Extreme Programming

Scrum

Testing

EMPLOYMENT

SOFTWARE ENGINEER INTERN, WELLSKY
AUSTIN, TEXAS, MAY 2019 – AUG. 2019

- Developed a SaaS/SRE dashboard to track jobs running on Jenkins. This application is written in Angular, leverages DevExpress, hosted on AWS, and presented on mobile, desktop, and TV monitors.
- Reduced SQL injection risks in the Home Health & Hospice application written in ColdFusion and Angular.
- Maintained several Confluence documents and reworked on-boarding procedures for future software engineers.
- Adhered to HIPPA and ADA compliances.

SALES ASSOCIATE, ROSS STORES, INC.
GEORGETOWN, TEXAS, OCT. 2013 – DEC. 2015

- Cashier and provided management.
- Awarded Employee of the Month (Sept. 2014) for delivering excellent customer service and driving sales contribution.

PROJECTS

DON'T ROAST – PC/MOBILE FIGHTING VIDEOGAME, 2019

- Developed a 2D boss battle game in Unity3D.
- Programmed user controls, user interfaces, and environmental animations in C#.
- Created environmental assets and designed levels around a conceptual world.
- Published at themellowbunch.itch.io/dont-roast

EXTRICATION – PC/MOBILE HORROR VIDEOGAME, 2019

- Developed an action driven horror game in Unity3D.
- Programmed various mechanics and user controls in C#.
- Designed the general user interface and world level.
- Published at thegroovybuffalos.itch.io/extrication

PHOTOGRAPHY SIMULATOR – GRAPHIC/GAME ENGINE, 2018

- Developed a graphic/game engine in OpenGL3 with a colleague.
- Implemented Phong shading, raytracing, lighting, post processed visual effects, game object, component-based architecture, etc.
- Created a videogame demo that simulated photography camera lenses and their effects.

GAMEFRAME.ONLINE – VIDEOGAME DATABASE, 2018

- Developed the frontend with ReactJS, Bootstrap, and other tools.
- Created Mocha tests and documented code & design on Git.

PINTOS – BASIC X64 UNIX OPERATING SYSTEM, 2017

- Implemented virtual machine, multi-threading, scheduling, and various interfaces in C.
- Developed by pair programming in phases with different teams.

EDUCATION

UNIVERSITY OF TEXAS, AUSTIN, TEXAS, DEC. 2019

Bachelor of Science in Computer Science

Member of the National Society of Collegiate Scholars