

Kermit Mitchell III

kermit.mitchell.iii@gmail.com • (516) 404–7758

[linkedin.com/in/kermitcodes](https://www.linkedin.com/in/kermitcodes) • www.kermitcodes.com • github.com/KenjiShiguma

Skills and Training

Computer Science: Data Structures, Algorithms, Multithreaded, SDLC, Object Oriented

Programming: C#, C++, Lua, Python, JavaScript, SQL, OpenGL, Debugging, Prototyping

Software: Unity, Blender, FL Studio, Visual Studio, JIRA, Git, Firebase, GCP, Profiling

Math: Calculus, Linear Algebra, Geometry, 3D Math, 3D Physics, Modeling, Optimization

Professional Experience

Unity Game Engineer, Pixel Vault

May 2022 – Present

- Shipped Game (BattlePlan! on WebGL) <https://twitter.com/pixelvault/status/1689003405447139330>
- Developed rapid iterative prototypes and implemented gameplay for Web3 games in Unity and C#.
- Implemented UI/UX wireframes from Figma for core gameplay systems and game state management.
- Integrated Unity Asset Bundles and Addressables for DLC pipeline and performance optimization.
- Improved game performance and optimized code with more efficient algorithms and data structures.

Unity Game Engineer, Redemption Games

July 2021 – March 2022

- Shipped Game (Sweet Escapes on Android/iOS) with over 10M downloads and countless positive reviews. <https://play.google.com/store/apps/details?id=com.redemptiongames.sugar>
- Implemented and shipped new game systems and live service features using Unity, C#, and Git.
- Developed robust, user-friendly tools for designers that accelerated production and iteration cycles.
- Tested and fixed several bugs by tracing call stacks, breakpoints, software profiling and debugging.
- Integrated Firebase for managing in-game events, A/B Testing, and tracking key user data analytics.
- Coordinated with an Agile distributed team of artists, engineers, and QA with JIRA and remote tools.

Unity Game Programmer, Primero Games

March 2021 – June 2021

- Shipped Game (Cadillac 2 on Slot Machine) <https://www.primerogames.com/all-games/cadillac-2>
- Implemented, documented, and tested core game systems and features using Unity, C#, and Git.

Gameplay Programmer, Prophecy Games (Hi-Rez Studios Subsidiary)

July 2020 – Oct 2020

- Implemented core gameplay systems, designer tools, and rapid iterative prototypes.

Gameplay Programmer, Video Game Development Club

August 2017 – May 2020

- Implemented and designed core gameplay systems and rapid iterative prototypes in Unity and C#.

Education

Bachelor of Science (BS) in Computer Science | Minor in Data Science

State University of New York at Fredonia – Fredonia, NY

May 2020