Kevin Wall

Unity Engineer

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EXPERIENCE

Full Sail University, Graphics Tutor

Jan 2024 - Current

- ❖ Assisted and mentored students as a subject matter expert in Programming 1 & 2 (C++ based), Linear Algebra, and Computer Graphics.
- ❖ Helped students identify errors to understand and expound upon course concepts.
- ❖ Iterated hypothetical scenarios with students in whiteboard scenarios to showcase possible outcomes.

PROJECTS

Gameplay Engineer, Bjorn Studios – Zombies *FPS*

Mar 2024 - Apr 2024 | Team Size: 2 | Game Engine: Unity (C#)

- ❖ Organized tasks and code structure applying Sprint-Based Agile Methodology.
- ❖ Enhanced pre-existing systems to support better scalability and performance.

Networking & Gameplay Engineer, Half Control – *VR Game*

Feb 2024 - Mar 2024 | Team Size: 4 | Game Engine: Unity (C#)

- ❖ Introduced networking systems for multiplayer connections utilizing Unity Netcode for Game Objects, Relay, and Lobby APIs.
- ❖ Created player customization systems, debugging systems, and interactive interfaces for users.

Graphics Engineer, Retro Mafia – *Custom Engine*

Oct 2023 - Nov 2023 | Team Size: 4 | Game Engine: Custom (C++)

- ❖ Used Gateware (open source API) to create window applications, manipulating data with FLECS (Fast Lightweight Entity Component System), finally passing vertex data to Vulkan.
- ❖ Created a Vulkan pipeline to draw and render models with performance benefits (anti-aliasing, instanced draw calls) and utilizing vertex/fragment shaders.
- ❖ Implemented FLECS to handle spawning and collision systems with knowledge of Linear Algebra and 3D Math.

Generalist Engineer, Half Control – *Ability Based FPS*

Jun 2023 - Jul 2023 | Team Size: 6 | Game Engine: Unity (C#)

- ❖ Developed User Interfaces and Game Menus to player information and customizable settings.
- ❖ Streamlined game menus for gamepad accessibility and minimal in-menu time.

EDUCATION

Full Sail University, Winter Park, FL – Bachelor Of Science Game Development

Aug 2022 - Jun 2024

College of the Albemarle, Elizabeth City, NC – Associates of Arts

Aug 2019 - Jun 2022

SKILLS

C++

C#

HLSL

Vulkan

FLECS

Sprint–Based Agile Methodology

3D Math

Linear Algebra

PROGRAMS

Unity

Visual Studios 2022

Github

Blender

Trello

Atlassian Jira

Atlassian Confluence

RenderDoc

HOBBIES

Playing games with friends

Reading web novels

Learning programming languages