

Kevin Wall

Programmer / Game Developer

EXPERIENCE

Full Sail University, Tutor

Jan 2024 - Current

- ❖ Primarily a Graphics Tutor, while helping in twenty-six other classes such as Data Structures, Linear Algebra, and Programming 1 & 2 (C++ based).
- ❖ Helped students understand programming concepts and logic flow by using diagrams, whiteboard examples, and relatable scenarios.

PROJECTS

Networking/Gameplay Programmer, Half Control – T.B.D.

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

- ❖ Introduced networking systems for LAN and Wireless connections within the game using Unity Netcode for Game Objects, Relay, and Lobby APIs.
- ❖ Created player customization systems (Mask Creator), debugging systems (Test Enemy / Debug Console), and interactive interfaces for users.

General Programmer, Bjorn Studios – Undead Paradise

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

- ❖ Organized tasks and code structure, provided deadlines, and managed assets used.
- ❖ Enhanced most scripted systems (Enemy Manager with Object Pooling, Base Resource Class, Base Timer Class) to provide streamlined implementations.

Graphics Programmer, Retro Mafia – Invasion of Liberty

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

- ❖ Created a Vulkan pipeline to draw and render models with performance benefits (anti-aliasing, instanced draw calls).
- ❖ Implemented FLECS (Fast Lightweight Entity Component System) to handle spawning and collision systems.

General Programmer, Half Control – Psychic Protocol

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 – B.S. Game Development

August 2022 - June 2024

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

August 2019 - June 2022

Contact Me:

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SKILLS

C++

C#

HLSL

Vulkan

FLECS

Sprint-Based Agile Methodology

3D Math

Linear Algebra

PROGRAMS

Unity

Visual Studios 2022

Github

Blender

Jira

Confluence

Trello

Perforce

RenderDoc

HOBBIES

Playing games with friends

Reading web novels

Learning programming languages