
Kevin O'Neil

Gameplay and Systems Programmer
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Atlanta, GA, United States
Portfolio: www.kevinoneil.me

SKILLS

- C#
- Unity
- C++
- Java
- Git & SVN
- Gameplay
- Systems
- AI
- Project leadership
- Software Design & Architecture
- Tools
- SQL

EXPERIENCE

Indie Game Developer, Atlanta, GA

2014 - PRESENT

- Extensive Unity experience, 2D and 3D.
- C# and C++
- Focus on gameplay, systems, and AI
- Developed energy, progression, loot, inventory systems.
- Developed AI libraries for pathfinding, autonomous vehicle entities, & AI “player”
- Worked on multidisciplinary teams in game jams as well as on side projects

Cedar Document Technologies, Atlanta, GA

Senior Java Developer March 2019 - PRESENT

Java Developer April 2017 - March 2019

Associate Java Developer June 2015 - April 2017

- Worked on 10+ year old legacy system, adding new features and new product lines
- Led design & development team on a new external API system with high traffic volumes
- Led development on a cross team productivity tool that massively reduced client onboarding timelines and development budgets. Ongoing product lead of that tool
- Regular member of the design teams for new products and features
- Write database queries and statements using SQL against an Oracle database
- Write design and configuration documentation
- Full stack from UI to Client/Server to Database
- Coordinate with multiple technical and non technical teams to deliver projects from development to production
- Rapidly investigate and resolve live production support and issues

EDUCATION

University of Georgia, Athens, GA - *Bachelor of Science - Computer Science*

August 2011 - May 2015