

Hermann I McEnhill

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Dedicated Full-Stack Engineer with a strong background in web development, game design, and software engineering. Creative thinker with a proven track record of delivering innovative solutions bolstered by strong interpersonal and communication skills. Excited to leverage my skills and experience to contribute and learn from new teams.

TECHNICAL SKILLS

- Programming Languages: C#, JavaScript (Node.js), Java Spring
- Web Development: React.js, ASP.NET CORE
- Game Development: Unity, Godot
- Version Control: Git
- Database: SQL (PostgreSQL)
- Cloud Services: AWS
- CI/CD: Jenkins, Azure DevOps
- Agile Methodology

TECHNICAL EXPERIENCE

Software Engineer

June 2022 – Present

RTS Labs, Richmond, Virginia (Remote)

- Primary back-end and occasional front-end developer where I used Java Spring, PostgreSQL, React.js, and AWS to launch a unique product.
- Collaborate with stakeholders and end-users for requirements collection and refinement. Particularly where requirements are vague, it is especially important to refine needs into measurable targets.
- Participate in client-facing meetings where my talent for working to the heart of an issue and proposing achievable and measurable solutions lead to faster alignment of deliverables and timelines.
- Successfully executed major and minor releases using Agile methodology.
- Deploy development and production updates using Git version tracking and Jenkins deployment pipelines for responsive and seamless releases.
- Mentor fellow developers through code reviews and best practices along with discussions for effective engagement and management of customer and client needs.
- As a solo-developer for an external client, developed a standalone middleware application which interfaces with their company systems as well as outside services. With few well-defined requirements, worked with stakeholders to develop project requirements and refined them during development as the project took shape. Extensive unit testing (xUnit) provides 100% code coverage and inspired a company-wide campaign to implement unit testing across the board.

Lead Developer

October 2020 – February 2022

Unnamed Video Game Studio Startup, Remote

- Translated and refined the founder's artistic vision into an immersive gaming experience using Unity.
- Leveraged expertise in game theory and storytelling that rewards players for creative play.
- Focused on designing session-to-session motivations which provides players a sense of continuous progress that feels both achievable and satisfying while respecting their valuable time.
- Designed and implemented several core features, including:
 - An intricate inventory management and crafting system to provide satisfying, effort-based progress.
 - An emergent combat system that keeps gameplay exciting, contributing to a player's sense of mastery.

- Character progression mechanics that provide players with a sense of achievement and growth fed by significant, but informed choices.
- Procedurally generated dungeons to ensure a unique and ever-evolving gameplay environment.
- Non-player character behaviors that feel organic and natural, immersing players in a rich and “lived in” gaming world.

Associate Software Engineer

October 2019 – October 2020

Rocket Mortgage (fka Quicken Loans), Detroit, Michigan

- Collaborated on product development and design, working with C#, .NET Core, and Agile methodologies.
- Contributed to the proprietary “Rocket Mortgage” application in the pre-approval functionality.
- Implemented logic that confirmed whether a certain user’s income would qualify and how that user would need to prove it before final approval. This involved frequent collaboration with the business and other subject matter experts to validate accuracy and identify common mortgage fraud tactics.
- Designed and implemented critical software modules, emphasizing functionality and quality through unit testing (xUnit) and code reviews with a target of 100% code coverage.

EDUCATION

University of Michigan, Ann Arbor, Michigan

September 2002- April 2003

Master of Science, Mechanical Engineering

University of Michigan, Ann Arbor, Michigan

September 1998- April 2002

Bachelor of Science, Mechanical Engineering

CERTIFICATIONS

Grand Circus .NET C# Bootcamp Detroit, MI

April 2019 – September 2019