

Drake Mitchell

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[LinkedIn](#)

[Portfolio](#)

Technical Skills

Game Development-

Godot, Unreal and Unity Game Engines

Programming Languages-

C#, C++, Python, Java, MySQL Databases & .NET Front and Backend Web development,

Software Engineering-

AGILE practices, Scrum,

Git Version Control,

Computer Graphics

GLSL

Operating Systems

Ubuntu, C

Soft Skills

Skilled at cross-discipline collaboration

Clear communicator in team environments

Experienced with large group collaboration

Strong customer service skills

Adaptable to flexible and dynamic schedules

Education & Experience

BS in Computer Science – Game Design and Development

University of Wisconsin – Stout, Spring 2026

Game Developer Intern

Feb 2026 – Current

Sports Media Inc

- Implemented a realistic traffic simulation system in Unreal 5 with vehicle pathfinding and behavior logic within an iterative development workflow
- Participated in weekly Agile/Scrum ceremonies including standups and sprint planning as part of a development team

Projects

Gator Hucker | [Play Here](#)

Sept 2025 – Current

Gatorilla Games – UW-Stout

- Implemented online networking and replication utilizing Epic Online Services including private and public lobbies
- Developed in Unreal 5 employing both C++ and blueprints as a collaboration with a team of 15 programmers and artists.
- Connected with Gameplay and UI developers to develop player statistics and delegates for accurate replication

AwwMageddon | [Play Here](#)

Sept-Dec 2024

Claw and Order Games – UW-Stout

- Designed and implemented an AI behavior tree using Blueprints to enhance enemy interactions and gameplay depth
- Collaborated with a multidisciplinary team of developers and artists to produce a cohesive gameplay experience
- Earned **Best Art** and **Audience Choice** awards at the Fall 2024 Stout Game Expo, recognizing both visual quality and player engagement

Sticky Situation | [Play Here](#)

Spring 2025

- Solo-developed 2D movement game over the course of 4 months built in Godot utilizing gdscript.
- Presented at the Spring 2025 Stout Game Expo as an independently developed project.
- Implemented a JSON-based expandable saving system.
- Created appealing yet difficult gameplay and movement with unique challenges and abilities.