Drake Mitchell

(507) 722-9150

drakefmitchell@gmail.com
LinkedIn
Portfolio

Technical Skills

Game Development-

Unity, Unreal 5 and Godot Engines

Programming Languages-

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

Software Engineering-

AGILE practices, Scrum,

Git Version Control,

Computer Graphics &

Operating Systems

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
GPA: 3.378

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

- Developed in Unreal 5 employing both C++ and blueprints as a collaboration with a team of 15 programmers and artists.
- Implemented online networking and replication utilizing Epic Online Services including private and public lobbies
- 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

- Collaborated with a multidisciplinary team of developers and artists to produce a cohesive gameplay experience
- Designed and implemented an AI behavior tree using Blueprints to enhance enemy interactions and gameplay depth
- 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.
- Presented to the Stout Game Expo as an independent project
- Implemented a JSON-based expandable saving system.
- Created appealing yet difficult gameplay and movement