Henry McGehee

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Unity Developer

Self-driven and highly motivated developer committed to navigating ambiguous problems and delivering meaningful results. Detail oriented and capable of writing clean, well documented code for Unity 3D projects. Designed and implemented gameplay mechanics and created scalable, shippable systems. Skilled in collaborating across disciplines to achieve project goals.

Skills:

Unity 3D, C#, Shader Graph, Unity Profiler, STEAM Integration, Agile Development, Git, Command Line, Blender to Unity Pipeline, Audio Implementation, Html, CSS, JavaScript, C++, JUCE, Python, React, Node, JQuery, Django, Bootstrap, WordPress, EC2, Amazon Command Line, Heroku, MongoDB Atlas, S3

Education:

Savannah College of Art and Design
BFA in Sound Design

Certifications
Software Engineering Immersive |General Assembly, Remote, 2020

Experience:

JofiSoft LLC— *Co-Founder and Lead Developer, Atlanta, GA*　　　　　*March 2019 - Current*

One of a two person team creating a first person narrative adventure game in the Unity game engine. Design and implement game systems using C#. Create 3d assets using Blender and GIMP. Design audio assets using Ableton LIVE.

Key Projects:
- **VideoHole: Episode I:** Unity, C#, Fungus, Pro Builder

General Assembly— *Software Engineer Graduate, remote*　　　　　*March 2019 - Sept 2020*

Build full-stack web applications using computer science fundamentals, collaboration tools, and multiple programming languages. Apply object-oriented programming (OOP) concepts, leveraging programming language libraries. Collaborate across functional teams to design, develop, and execute development projects using Agile principles. Assist in defining system architecture to shape user experience.

Key Projects:
- **Travel Blog:** Python, Django, JSX, HTML, CSS
- **Tour Finder:** Google Maps API, MongoDB, Node, Express, React

Team Audio (Contract) — *Sound Designer / Audio Implementation*　　　　　*August 2019 - October 2019*

Provide custom sound assets for clients in the video game industry. Design methods for implementation specific to their project. Learn and use proprietary software and adapt the workflow to the specifics of each new project.

Key Projects:
- **Ra Ra Boom:** Unity, C#, Ableton Live

Additional Experience:

Bomb Shelter Records— *Co-Founder, Savannah, GA*