

Contact

sethkimberlin04@gmail.com

+1 734-652-5089

linkedin.com/in/sethkimberlin

github.com/SKimberlin

skimberlin.github.io/portfolio

Technical Skills

Proficient:

- C++
- C#
- Unreal Engine
- Unity
- Git/Github
- Visual Scripting
- JSON
- Jira/Trello
- Agile
- Visual Studio
- Game Programming Patterns
- Unit Testing
- Debugging
- Python
- Java

Intermediate:

- Character Rigging
- .NET
- SQL
- GLSL
- HTML
- CSS
- JavaScript
- RAG
- NLP
- Docker
- Machine Learning

Actively Learning:

- Blender
- Photoshop
- Godot

Durable Skills

- Problem-Solving
- Time Management
- Collaboration
- Communication
- Critical Thinking
- Adaptability
- Responsibility
- Public Speaking

Seth Kimberlin

Game Developer | Software Engineer

Industry Experience

Game Developer, Virtual Reality Game

Mar 2025 – Present

DragonfiAR

- Developing a VR game in Unity that incorporates 2D platformer elements, using the XR Toolkit for immersive interaction.
- Contributing to programming, art, design, and writing, while collaborating with teammates on overall game direction and creative decisions.

AI Software Engineer, Student Concierge Agent

Jan – Mar 2025

Campusagents.ai

- Developed an AI-powered student concierge agent to enhance academic and campus life support.
- Leveraged Docker, RAG, LLMs, embeddings, vector storage, and Python with Cursor IDE
- Designed scalable architecture for efficient AI query handling.

Academic Coach

Sep 2023 – Present

Neumont College of Computer Science

- Tutored 25+ students per quarter across technical courses, including AI, Game Engines, and C++.
- Helped students improve coding practices, debugging, and problem-solving skills.
- Collaborated with faculty to refine tutoring strategies based on student needs.

Projects

Game Programmer, Worst Nightmare

April 2024

Neumont Spring Game Jam

- Developed a single-player horror game where players escape from a stalker with dynamic AI behavior, built using Unity and C#.
- Placed 3rd out of 28 entries, garnering over 700 plays, receiving positive feedback for its tension-filled atmosphere.

Game Designer, The 300 Second Breakout

Feb 2024

Neumont Winter Game Jam

- Contributed to the design and development of a time-based escape game in Unity, using C# for mechanics and NPC interactions.
- Directed a team of 4 on creative decision-making for gameplay mechanics and NPC interactions.

Education

Bachelor of Science, Software and Game Development

Sep 2025

Neumont College of Computer Science

Salt Lake City, Utah

- GPA: 4.0

Additional Experience

Cashier, Goodwill Industries

May 2021 – Jun 2022

Monroe, Michigan

- Delivered exceptional customer service to over 100 customers daily.
- Collaborated with team members to achieve store goals and improve overall efficiency.