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# KAELYN WENDLING

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## SOFTWARE & LANGUAGES

C#, Java, Unity, Unreal Engine 4, Confluence, Jira, GitLab

## PERSONAL SKILLS

Game Design & Development, Creative Writing, Problem Solving, Strong Interpersonal Communication, Teamwork & Leadership Experience

## PROFESSIONAL EXPERIENCE

### **Zeta Global** – *Software Engineer*

MAY 2019 – PRESENT | East Lansing, MI

- Write well-organized, secure, performant HTTP back-end services.
- Improve organization, documentation, availability, performance, scalability in application, systems or database layers.
- Maintain and execute agile and test driven development practices.
- Collaborate with fellow engineers in a team-oriented setting to improve code base performance, reduce resource consumption, and shorten request latency.
- Communicate across departments using tools such as Jira, Confluence, Teams, and Slack.

### **Sizmek** – *Integrations Software Engineer*

JULY 2018 – MAY 2019 | East Lansing, MI

- Bridged communication with engineers from external companies to integrate systems.
- Cooperated with operations to provide/maintain/improve tooling needed for large-scale advertisement verification and transfer.

### **University of Rochester Medical Center** – *Jr. Software Engineer*

OCTOBER 2017 – JULY 2018 | Rochester, NY

- Developed a VR therapy proof-of-concept mobile application for Android.
- Worked closely with engineers and medical professionals on a cross-department team.
- Collaborated with data scientists to build tools in Unity for machine learning purposes.

## **Girls Make Games** – *Unity Instructor & Camp Counselor*

JULY 2017 – AUGUST 2017 | Durham, NC

- Guided a team of girls (between ages 12-15) in creating a 2D game in the Unity engine over the course of three weeks.
- Led group discussions and lessons on game design and programming.
- Girls began with no knowledge of Unity and left camp able to navigate comfortably within the engine.

## CREATIVE PURSUITS

### **Wolf Noise Entertainment** – *Team Lead*

SUMMER 2022 – PRESENT

- Lead developer, designer, and writer for a small indie team.
- Write compelling dialogue and branching narratives for story-focused projects across different genres.
- Build projects within a variety of engines, including Unity, RPG Maker, and Ren'Py.
- Responsible for all business-oriented pursuits, including copyright establishment, interviewing, and licensing.

### **Tabletop Gaming** – *Game Master*

FALL 2014 – PRESENT

- Create original worlds and characters for 5+ campaigns for groups of 4-6 players.
- Write and adapt engaging storylines for a diverse range of player interests across a variety of settings.
- Design, reimagine, and implement mechanics from a variety of inspirations to curate an original, highly-customized TTRPG system.

## EDUCATION

### **Rochester Institute of Technology** – *Bachelor of Science // Game and Interactive Media Design*

SEPTEMBER 2013 – MAY 2018 | ROCHESTER, NY

I graduated from RIT in 2018 with a Bachelor's Degree in Game Design, a minor in Creative Writing, and an immersion in German Language. I also participated in a study abroad program in Germany focused on the Games Industry.