

# George Michael Walton

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Dynamic professional with a background in Electrical Engineering and a Mechatronics Degree seeking to transition into Software Engineering. Passionate for Games, Software, Problem Solving and eager to apply analytical thinking and creativity to drive innovation.

## Education

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### Bachelor of Science

Middle Tennessee State University  
Major: Mechatronics Engineering

August 2020 – August 2023

Murfreesboro, TN

3.6/4.0

### Associates Degree of Applied Science

Motlow Community College  
Major: Mechatronics Engineering

August 2018 – May 2020

Smyrna, TN

3.6/4.0

## Experience

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### Indie Game Developer (Unity & C#)

May 2023 – Current

- Designed, developed, and published multiple indie games using Unity and C#, focusing on gameplay mechanics, player experience, and performance optimization.
- Utilized Unity's built-in tools (Animator, Physics, Particle System) to create dynamic and interactive environments and character animations.
- Wrote and maintained clean, efficient, and well-documented C# code to implement game logic, player interactions, AI behaviors, and event handling.
- Managed the entire game development lifecycle, from conceptual design and prototyping to final publishing and post-launch updates on platforms like Itch.io.

### Electrical Engineer

May 2023 – Current

I.C. Thomasson

Nashville, TN

- Utilize Revit, a computer-aided design software, to develop intricate electrical power distribution and lighting design in alignment with client specifications and project requirements.
- Collaborated with multidisciplinary teams of architects and engineers to foster effective communication, teamwork, and documentation while working on evolving projects toward a deadline.
- Analyzed complex design problems and technical calculations to implement innovative and productive solutions.
- Participate in project coordination meetings, providing technical expertise to support project decisions and resolve design-related issues while tracking project milestones and ensuring timely delivery of electrical plans within budget.

### Assembly Engineer Intern

May 2022 – July 2022

TE Connectivity

Tullahoma, TN

- Collaborated closely with engineers and maintenance to diagnose and repair a fully automatic assembly line with multiple robotics and machinery.
- Assisted in the development of new processes and procedures to reduce the productions costs and increase overall production efficiency.
- Performed detailed design analysis, completed production checklists, and conducted reports on the progress of the assigned projects.

## Skills and Honors

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- Coding Experience: MATLAB, Arduino, Siemens PLC, HTML, CSS, C++ and C# programming
- Software Experience: Office Suite, Unity, Visual Studio, and Trello
- Certifications: SolidWorks CAD, FANUC Robotics Level 1, and SIEMENS Level 1
- Dynamics, Kinematics and Robotics