

# George Michael Walton

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Software Engineer with professional experience in application development and automation, combined with a passion for game development resulting in 10 published games. Seeking software or game development opportunities where creativity meets technical execution.

## Education

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**Bachelor of Science** August 2020 – August 2023  
Middle Tennessee State University Murfreesboro, TN  
Major: Mechatronics Engineering 3.6/4.0

**Associates Degree of Applied Science** August 2018 – May 2020  
Motlow Community College Smyrna, TN  
Major: Mechatronics Engineering 3.6/4.0

## Experience

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**Application Analyst** May 2025 – Current  
Ascend Federal Credit Union Hybrid - Murfreesboro, TN

- Designed, developed, tested, and pushed software projects across multiple applications to boost production efficiency, implement new features, and resolve issues.
- Troubleshooted and resolved technical issues across diverse software systems, serving as a technical escalation point for end users.
- Collaborated with cross-functional IT teams along with stakeholders to gather requirements and deliver quality solutions.
- Manage a dynamic workload of development projects and rapid-response support tickets, including completing production reports and daily stand-up meetings to adapt to changing priorities.

**Indie Game Developer (Unity & C#, Unreal Engine & Blueprints with C++)** May 2023 – Current

- Designed, developed, and published 10 indie games using Unity or Unreal Engine focusing on gameplay mechanics, player experience, and performance optimization.
- Utilized game engine tools and systems to create dynamic environments, character animations, and physics-based interactions.
- Architected and maintained clean, efficient, and well-documented C# code or blueprints 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 – May 2025  
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.

## Skills and Honors

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