

Elijah Mivedor

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Birmingham, AL

EDUCATION

Samford University, Birmingham, AL

Bachelor of Science, Game Design Major, Computer Science Minor | GPA: 3.44 | May 2026

Relevant Coursework: Data Structures & Algorithms, Advanced Programming Concepts, Intro to Cybersecurity, Discrete Structures, Advanced Game Programming

TECHNICAL SKILLS

Languages: C++, Java, C#, Python, TypeScript, JavaScript, HTML, CSS, SQL

Tools & Platforms: Unreal Engine, Unity, GameMaker Studio, Git, GitHub, Perforce, Diversion, AWS, Azure, Vercel

AI & Automation: Google Gemini API, Anthropic Claude API, Ollama (local LLMs), AI Integration & Workflow Automation, MCP Tools, Claude Skill Development, OpenClaw, ElevenLabs Agents Development

Design & Modeling: Autodesk Maya, Substance Painter, Adobe Creative Cloud, Figma, WordPress

Other: ArcGIS Pro

EXPERIENCE

Programming Intern | *Kinetic Communications, Birmingham, AL*

Jan 2026 – Present

- Integrated Google Gemini, Claude, and local Ollama AI models into existing internal systems using Python, TypeScript, and REST APIs, building ETL pipelines to automate data extraction, transformation, and loading into client databases and CRMs.
- Built automated ETL pipeline to extract contact form submissions, enrich and transform records using AI-powered data processing, and load structured data into internal databases, reducing new contact entry time from minutes to seconds.
- Developed RAG-enabled AI agents to support legal research workflows, enabling accurate document retrieval and synthesis across large knowledge bases.

Lead Programming Instructor | *iD Tech, Dallas, TX*

May 2025 – Aug 2025

- Taught 9 weeks of VR and game development curriculum (Unreal Engine 5, Roblox Studio) to 30+ students, guiding each through a completed game prototype.
- Managed a team of 5 instructors, coordinating schedules, organizing resources and inventory, and ensuring smooth daily operations across multiple class sections.
- Translated complex programming concepts (C++, Lua, Blueprint scripting) into accessible lessons for students ages 10–17, maintaining a positive and productive classroom environment.

Lab Monitor | *Samford University, Birmingham, AL*

Aug 2024 – Present

- Provide hands-on technical support to ~20 students per week working with Autodesk Maya, Unreal Engine, ZBrush, and other industry-standard tools.
- Maintain lab hardware and software, troubleshoot technical issues, and produce digital assets used to enhance course materials for the Game Design program.