

# Forrest Immel

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## WORK EXPERIENCE

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### Game Tech Lead

Nov. 2024 – Present

*Beat The Bomb*

*Charlotte, NC*

- Operate, monitor, and troubleshoot distributed hardware/software systems supporting immersive game experiences.
- Collaborate with engineering and HQ teams to deploy updates, reproduce bugs, and validate new features.
- Review daily technical logs and proactively resolve recurring system failures.
- Lead and train a team of 5+ technicians; serve as escalation point for complex technical issues.

### Web Developer

Aug. 2024 – Oct. 2024

*ScarletIbis Charters*

*Fort Mill, SC*

- Designed and launched a user-friendly website for a yacht chartering business, resulting in an increase in online bookings.
- Developed a responsive web application using HTML, JavaScript, and TailwindCSS.
- Worked directly with the client to gather requirements, iterate on designs, and deploy production updates.

### Software Engineer

Aug. 2022 – May 2023

*Catawba Area Agency on Aging*

*Rock Hill, SC*

- Developed a desktop application with C# .NET Framework and SQL to streamline data entry and reporting for nonprofit staff.
- Designed and queried relational databases to improve data retrieval speed and accuracy.
- Collaborated with stakeholders to translate operational needs into software features.
- Improved usability and workflow efficiency for daily administrative tasks.

### Audio Engineer

June 2017 – Jan. 2019

*Transformation Church*

*Indian Land, SC*

- Engineered broadcast audio for online streaming, enhancing sound quality for over 10,000 listeners per event.
- Mixed front of house audio for services of up to 1250 attendees, enhancing sound quality and audience engagement.
- Collaborated on upgrading the church's audio system and technology.

## EDUCATION

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### Winthrop University

Rock Hill, SC

*Bachelor of Science in Computer Science*

*Aug. 2018 - May 2024*

*Bachelor of Arts in Music Technology*

*Aug. 2018 - Dec. 2023*

## SKILLS

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**Languages:** JavaScript, TypeScript, SQL(SQLite / PostgreSQL), C++, PHP, HTML/CSS

**Frameworks:** React, Node.js, Tailwind, Express.js, TensorFlow, Solid

**Developer Tools:** Git, Docker, Vite, Yaak, Visual Studio Code

**Libraries:** Matplotlib, JUCE, Pandas, Axios, Lodash

**Audio:** FL Studio, Pro Tools, Live Sound Mixing, Audio Recording + Mixing & Mastering, Signal Flow, DSP