

Kevin Audrain

Senior Simulation Software Engineer | Navy Nuclear Veteran

Hampton Roads, Virginia Metropolitan Area (Transitioning to Greater Philadelphia Area)

Summary

Senior Software Engineer and Technical Lead specializing in the end-to-end architecture of Unity-based MRTS 3D training simulators. Backed by a 25-year foundation spanning zero-error Naval Nuclear operations and enterprise software delivery, I rescue under-scoped initiatives by building scalable simulation platforms, robust C#/.NET architectures, and automated CI/CD pipelines. Driven by extreme ownership throughout the engineering lifecycle, I am seeking remote or regional leadership roles to bridge the gap between rigorous operational requirements and agile simulation engineering.

Top Skills

- **Unity Game Development**
- **Simulation & Training Systems**
- **CI/CD Automation**
- **C# / .NET**

Professional Experience

Long Wave Inc.

Senior Software Engineer | *Nov 2024 – Present*

- Led a distributed team of 6 to update a high-stakes MRTS 3D training simulator for E-6B aircraft maintenance, delivering a critical training platform for Navy personnel.
- Architected the automated Bamboo CI/CD pipeline and modernized Unity/WPF interfaces to support diverse input methods.

Mission Technologies, a division of HII

Senior Software Engineer | *May 2022 – Oct 2024*

- Delivered the shipboard Data Collection and Debrief application using C#, PostgreSQL, and Angular while modernizing CI/CD with Jenkinsfiles.
- Maintained a critical Unity-based SaaS training app and launched the team's first automated pipeline.

CAE USA

Innovation Software Developer - VR/AR | *Sept 2021 – May 2022*

- Led technical evaluation and approval of VR/AR training simulators for USAF programs (F-15, A-10, AWACS).
- Engineered synthetic task environments in Unity and Unreal to integrate diverse VAMR hardware.

General Dynamics Information Technology (GDIT)

Software Engineer for Curriculum Development | *Mar 2020 – Sept 2021*

- Led an under-scooped initiative to deliver four Unity-based MRTS applications and brought project stability with Jira and structured processes.
- Directed the end-to-end 3D asset production pipeline, including physical LiDAR capture and environment authoring.

Audrain Entertainment

Game Developer | *June 2018 – May 2021*

- Owned the full SDLC for five commercial mobile games on Google Play using Unity and C#.

L3Harris Technologies

Project Lead - Continuous Operational and Maintenance Assessment | *Aug 2019 – Feb 2020*

- Served as site lead at the Mid-Atlantic Regional Maintenance Center on Naval Station Norfolk.
- Modernized legacy Access/VBA workflow by introducing Git version control and collaboration practices.

US Navy

Navy Nuclear Veteran | *Sept 1999 – Sept 2019 (20 Years)*

- **Talent Development Manager (2017-2019):** Directed a 2-week leadership course for 600 students and transitioned curriculum to digital delivery.
- **Nuclear Propulsion Plant Supervisor (2005-2017):** Managed maintenance schedules and led 11-person teams through zero-error at-sea operations.
- **Nuclear Propulsion Plant Operator (1999-2005):** Performed reactor operations and supported shipboard power generation.

Education

- **MBA, Applied Computer Science** – Northcentral University; **Java Programmer** – Penn Foster Group; **BS, Nuclear Engineering Technology** – Thomas Edison State College; **Computer Engineering** – Old Dominion University; **Nuclear Power School** – Naval Nuclear Power Training Command (NNPTC)

Contact

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