

McKay Fitzgerald

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SUMMARY

Computer Science student with experience in software development, autonomous systems, and IT support. Built full-stack platforms, AI tools, and drone automation systems. Strong focus on performance, scalability, and real-world problem solving.

PROJECTS

Drone Inventory Automation System

- Autonomous drone system for warehouse inventory scanning
- Android app for real-time control and mission execution
- Implemented waypoint navigation and flight automation

Unreal Engine AI Agent

- AI assistant to streamline Unreal Engine workflows
- Automation for scripting, debugging, and dev tasks
- Improved developer efficiency

FitzStakes

- Full-stack web platform with user accounts and games
- Authentication and virtual currency system
- Dynamic frontend with backend integration

Urban Intel

- Developed gameplay systems and mechanics
- Player movement and level design
- Performance optimization

CSV Data Dashboard

- Web dashboard for CSV data visualization
- Dynamic parsing and UI updates
- Clean user interface

EXPERIENCE

Technical Support Intern – Southern Utah University (2026–Present)

- Troubleshoot hardware, software, and network issues
- Provide technical support to users

IT Specialist – Southern Utah University (2022–Present)

- Support campus systems and devices
- Resolve technical issues efficiently

Drone Programmer – ASAP Freight LLC (2025)

- Developed autonomous drone system
- Built Android control app

Freelance Game Developer – Fiverr (2023–2024)

- Developed Unreal Engine projects
- Managed client deliverables

EDUCATION

B.S. Computer Science & Software Development – Southern Utah University (2022–Present)

SKILLS

Python • Java • C/C++ • Unreal Engine 5 • Android Development • HTML/CSS/JS • IT Support •
Networking • Full-Stack Development