Kenechukwu Umelo | Game and VR Developer

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A creatively tenacious developer who enjoys experimentation across design, technology and engineering to create cutting edge experiences and fun for others to enjoy.

SKILLS:

LANGUAGES/SCRIPTING: C#, C++, HTML, Unreal Blueprints
SOFTWARE: Unity, Unreal Engine 4/5, Meta Quest, SteamVR, Visual Studios, Blender, Microsoft Office 365
MANAGEMENT: Github, Perforce, Plastic, Jira, Trello, Notion

PROFESSIONAL EXPERIENCE:

King Crow Studios, Remote | Programmer II *[Subject to Layoff]*   Mar 2022 - Dec 2023

B-52 VRTP

- Collaborated with a team of programmers to successfully transition the existing project to leverage the Unity XR toolkit tools.
- Provided networked GameObjects with Netcode to update events and transform positions for a total of three users connected to a game server.
- Added over eight new training modules with existing framework tools to train military staff in specific areas of the environment.
- Fixed occurring bugs from post-playtesting sessions and QA recaps from scrum meetings to maintain high quality and polish.

S.T.E.P. XR Training System

- Designed three new gun range rooms using the Hurricane VR plugin assets, providing a visually compelling virtual reality game environment.
- Took ownership in designing the entire gun range menu UI and selection system, allowing the player to choose one of three rooms, two shootable targets, and two guns/weapons to wield.
- Level-designed and graphically optimized an effective small office location for a module training simulation walkthrough.
- Created a new VR module training simulation using the existing framework to train employees on warehouse fires and safety awareness.

Lucid Dream, Durham, NC | VR/AR Unity Developer   Aug 2021 - Feb 2022
Confidential Projects

- Developed new user interaction and systems for training modules using both Oculus and HTC Vive devices, increasing customer engagement by 10%.
- Collaborated with senior engineers to develop tools and new UI/UX frameworks to improve existing WebGL and VR/AR experiences to improve workflow efficiency by 20%.
- Leveraged using iOS devices and XCode to bring AR experiences to Apple Devices, expanding the platform usage to users by 35%.
- Supported with quality assurance by testing and debugging applications for PC, Moblie, and, VR weekly to maintain high quality.

PROJECTS:

Patties Around The World VR | Solo Project   2021 Capstone Project, Unity Engine

- Developed a three-star system that is based on the amount of money the player makes to unlock new levels to explore and serve.
- Designed and developed multiple cooking mechanics for various foods to allow players to cook different types of foods.
- Implemented Customer NPC and order management system that allows them to choose from a variety of foods for players to cook.
- Created custom inherited scripts from the XR Toolkit plugin to improve player interactions with grabbable objects by 20%.

Erogultion | Quality Assurance Support/Programmer   2019 Yale Climate Change Hackathon, Unity Engine

- Spearheaded the Unity Project and learned the SteamVR plugin tool to allow the HTC Vive headset to be used by all team members which saved about 6 hours in development time.
- Implemented inputs such as movement and interaction to test quickly to eliminate early on potential bugs and missing features.
- Conducted testing on the experience for six hours to find bugs and potential issues before the presentation. Documented potential new features and improvements for user interface.

NOTABLE PROJECTS

Patties! Around The World VR - Won "Best AR/VR Game" at 2021 Quinnipiac Game Design and Development Showcase

Ergolution - Won "Best Illustration of Impact on the Built Environment" at the 2019 Yale Climate Change Hackathon

AR Calorie Counter - Presented at 2020 Techstars Start-Up Week at Sacred Heart University

EDUCATION

Quinnipiac University, Hamden, CT - BA in Game Design and Development