

Kenechukwu Umelo | Technical Game Designer

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PROFESSIONAL EXPERIENCE:

Testronic Games

Aug 2025 - Jan 2026

Meta Horizon Team - QA Tester

- Utilized JIRA, SharePoint, and TestRail to perform regular QA testing, including identifying and reporting bugs.
- Conducted regression and functional testing on early builds of games across mobile and VR platforms.
- Collaborated with the team to verify fixes to ensure product stability across live-service games.
- Executed and validated over 30+ test cases covering gameplay and social systems.
- Self-taught in Meta Horizon's proprietary tools & TypeScript, improving attention to detail for analyzing defect causes.

King Crow Studios

Mar 2022 - Dec 2023

S.T.E.P.S TRAINING XR — XR Designer

- Designed 2 location-based fire training simulations, teaching fire safety procedures to users.
- Implemented an active fire tracking system into the existing proprietary systems in Unity.
- Full ownership in creating the weapons training mode, from concept to completion.

Unreleased Multiplayer Project – Technical Designer

- Designed 5 playable minigames in the open-world area from prototype to completion.
- Collaborated closely with engineers to implement and iterate on player controls and multiplayer systems.
- Full ownership of NPC creation systems and tools, decreasing implementation time for NPCs by 30%.
- Supported QA in weekly multiplayer play-testing to shape debug tools for test efficiency.

Lucid Dream

Aug 2021 - Feb 2022

Healthy Holidays - Technical Designer

- Led the 5-week development cycle, from concept to completion to shipping to PC and Mobile Devices.
- Implemented the core sequence matching and round systems.
- Scripted a custom orb class exposing audio, SFX, VFX, and animation variables to speed up content creation.

PROJECTS:

Lunchroom Rumble 3D — Boss Fight — Technical Designer & AI Programmer — Solo Project — Unity

- Designed a single-player arena brawler featuring a custom player controller and AI systems.
- Built detection systems and a reusable behavior tree for enemy AI, covering attack, retreating, and targeting behaviors.
- Engineered a character creation tool in Unity inspector to speed up NPC creation by 40%.
- Implemented a dynamic UI leaderboard, updating ranking visuals via health amount and eliminations.

FPS Playground — Open Sandbox Prototype — Technical Designer — Solo Project — Unreal Engine 5

- Implemented several core first-person shooter mechanics, including aim-down sight, sprinting, recoil, and reloading.
- Prototyped a modular minigame system, utilized to design up to 4 custom minigames in the playground.
- Built custom upgradeable shops and progression systems in Blueprints for weapon and player abilities.

Turn-based Wrestling Brawl — Turn-based Action — Game & AI Programmer — Unity

- Created modular, character-creation scriptable objects to streamline character taunts, move-sets, and finisher animations.
- Implemented a custom turn-based battle system utilizing Finite State Machines, keeping underlying systems separate and easier to debug.
- Programmed a custom utility AI system and consideration score curves for enemy AI, creating unpredictable decisions.

SKILLS:

LANGUAGES/SCRIPTING: C# , C++, Unreal Blueprints

ENGINES/SOFTWARES: Unity, Unreal Engine, GitHub, JetBrains Rider

MANAGEMENT: P4V (Perforce), Plastic SCM, JIRA, Slack

DESIGN/SYSTEMS: Technical Design, Systems Design, Game AI, Tools Development, Rapid Prototyping, Quality Assurance, Multiplayer Networking, VR/AR Development

EDUCATION:

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

GameDev.tv Course - Unreal Engine 4 Blueprint Game Developer Online Course Completion Certification

GameDev.tv Course - Unreal 5 C++ Developer: Code Your Own Unreal Games Course Completion Certification