

Kenechukwu Umelo | Technical Gameplay Designer

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A creatively tenacious technical designer who enjoys experimentation across design 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

DESIGN: Systems Design, Content Design, AI Design, Rapid Prototyping, Game Analysis and Technical Documentation

PROFESSIONAL EXPERIENCE:

King Crow Studios, Remote | Programmer II [*Subject to Layoff*]

Mar 2022 - Dec 2023

S.T.E.P. XR Training System

- Designed three new gun range rooms using the Hurricane VR plugin assets, providing a visually compelling 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.
- Designed and graphically optimized a high-fidelity office room to be usable for a module training simulation walkthrough.
- Created a new module training simulation using the existing framework to train employees on warehouse fires and safety awareness.

Unreleased Multiplayer Project

- Prototyped and iterated five new minigames to provide fun encounters for the players around the game environment.
- Contributed towards core gameplay mechanics and added gameplay features with the collaboration of programmers to improve game feel by 40%.
- Pitched several ideas across different disciplines to craft design and debug tools to improve quick implementation and testing efficiency.
- Leveraged polymorphism and C# to design a system for stationary NPC/AI behavior, reducing NPC/AI development time by 30%.
- Worked closely with quality assurance to provide feedback toward improvement plans for core minigame systems and prevent bug encounters.

Lucid Dream, Durham, NC | VR/AR Unity Developer

Aug 2021 - Feb 2022

Healthy Holidays

- Spearheaded the development cycle and communicated with the lead artist to establish needs and deadlines for the next five weeks.
- Collaborated with the senior engineer to develop a sequencing system to establish the core gameplay mechanics for the project.
- Designed and implemented an orb system to cut down development time for the lead artist, increasing the workflow efficiency by 45%.

GAMES:

Dungeon Divers | Systems Designer/Enemy Designer

2023 Game Jam, Unity Engine

- Collaborated with a team of six to develop a spawning system to allow for game balancing and tuning for difficulty improving player satisfaction and replayability by 30%.
- Conceptualized and developed a floor generation system that allows levels to procedurally generate when players break through the floor pressing shift.
- Implemented five bullet types and three different movement behaviors for enemy AI, creating compelling and engaging combat encounters.
- Scripted a quick tutorial event for the first level to give players a dynamic experience on how to play the game early on before continuing.

.Patties Around The World VR | Solo Project

2021 Capstone Project, Unity Engine

- Developed a modular three-star system that is based on the amount of money the player makes to unlock new levels to explore and serve, increasing play engagement.
- Scripted a variety of player cooking mechanics (frying, slicing, and baking), allowing for different ways for players to cook certain foods.
- Implemented Customer NPC and order management system that allows them to choose a variety of orders for players to cook.
- Architected custom inherited scripts from the XR Toolkit plugin to improve player interactions with grabbable objects by 20%.

NOTABLE AWARDS

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

EDUCATION

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

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