

Kenechukwu Umelo | Technical Designer & AI Programmer

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SKILLS:

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

ENGINES/SOFTWARES: Unity, Unreal Engine

MANAGEMENT: GitHub, P4V (Perforce), Plastic SCM, JIRA, TestRail

DESIGN: Technical Design, Systems Design, AI Design and Programming, Behavior Trees, FSMs, Rapid Prototyping, QA

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.
- Executed and validated test cases covering gameplay and social systems.
- Self-taught 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.
- 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:

Project Mr. Static — Boss Fight — Solo Project — Unity (2026)

- Designed and implemented player movement, two-hit combat, camera, and hit interactables inspired by Astro Bot.
- Scripted boss AI using Finite State Machines, establishing clear transitional states.
- Implemented four classes of enemy AI with one-off attacks utilizing behavior trees.
- Built feedback systems to improve communication of the boss AI's intent and states to the player.

FPS Playground — Open Sandbox Prototype — Solo Project — Unreal Engine 5 (2025)

- Implemented several core first-person shooter mechanics, including aim-down sight, sprinting, recoil, and reloading.
- Prototyped a modular minigame system to allow custom minigames in the playground.
- Designed upgradeable shops and progression systems for weapon and player stats.

Dungeon Divers — Top-Down 2.5D Action — Game Programmer & AI Programmer — Unity (2023)

- Collaborated with the team to iterate on the enemy spawning system, improving workflows.
- Implemented a floor generation system to spawn floors at runtime, keeping the levels stacked.
- Designed movement classes and bullet archetypes for enemy AI.
- Scripted a text-based dynamic tutorial for quick guidance on the game controls.

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