

# Kenechukwu Umelo | Game Designer

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A creatively tenacious technical game designer who enjoys experimentation across design and engineering to create cutting edge experiences and fun for others to enjoy.

## **SKILLS:**

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

**ENGINES/SOFTWARES:** Unity, Unreal Engine 4/5, Meta Quest, GitHub, P4V, Plastic SCM

**DESIGN:** Technical Design, Systems Design, AI Design, Rapid Prototyping, Design Tools

## **GAMES:**

### **Turn-Based Wrestling Battle | Solo Project**

**2025, Unity Engine**

- Implemented a rock, paper, scissors-style turn-based battle system from *Fate/Extra (2010 PSP Game)* utilizing Finite State Machines.
- Prototyped camera system using C# and vector offsets to showcase different angle cuts for grapples, signatures, finishers, etc.
- Data drove all characters, strikes, grapples, signatures, and reversals using scriptable objects to feed into the battle system.
- Utilized Utility AI and random float values to create dynamically responding AI during round intervals.

### **FPS Playground | Solo Project**

**2025, Unreal Engine 5**

- Prototyped first-person player controller from scratch, including movement, aiming, shooting, etc, using Unreal Blueprints.
- Scripted base “activity” class to develop four activities for players to engage in the playground area.
- Implemented a collectible token system to allow players to play and earn tokens for good performance in each activity.
- Created an upgradeable shop system for players to spend tokens to upgrade their weapon or physical features.

### **Dungeon Divers | Team of 6 | Game Programmer**

**2023, Unity Engine**

- Collaborated with the team to iterate on an enemy spawning system to improve testing efficiency across all disciplines.
- Scripted a floor generative system that generates new floors and breakable assets for players with a simple button press.
- Implemented five bullet types and three movement archetypes for enemy AI, creating compelling and engaging encounters with players.
- Scripted a quick tutorial event to give players a dynamic training experience on the game controls.

## **PROFESSIONAL EXPERIENCE:**

### **King Crow Studios | Remote | Programmer II**

**Mar 2022 - Dec 2023**

#### ***S.T.E.P.S TRAINING XR***

- Designed interactables and utilized custom training tools in Unity to create a warehouse fire awareness training module.
- Extended third-party assets to be fully integrated with custom training tools to increase usability for other programmers.
- Full ownership in creating the weapons training mode, from concept to completion.

#### ***Unreleased Multiplayer Project***

- Designed five playable minigames for players to engage in the open area from prototype to completion.
- Worked in collaboration with other programmers and QA to implement and refine player, multiplayer, and core gameplay mechanics.
- Full ownership in scripting a “place and drop” NPC creation tool to reduce AI development time for the team by 30%.
- Supported QA in weekly testing to help shape design tools for efficiency testing.

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

**Aug 2021 - Feb 2022**

#### ***Client Work***

- Worked jointly with other programmers to extend proprietary training tools' features in Unity to support different types of client training modules.
- Tested various training experiences across several platforms and wrote bug notes to track in Trello for other co-workers to examine.

#### ***Healthy Holidays***

- Spearheaded the 5-week development production and communicated with the lead artist to establish needs and deadlines within the time frame given.
- Implemented a sequencing system for the orbs, establishing a core gameplay loop.
- Worked closely with the lead artist to script a custom orb class for them to add audio, SFX, VFX, and animations seamlessly.

## **EDUCATION:**

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

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