

# Kareem Wellington

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Portfolio: <https://wellingtonkareem.myportfolio.com/home>

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## EDUCATION

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**University of California, Santa Cruz**, Santa Cruz, CA

September 2021 – June 2025

*Bachelor of Arts (B.A.) in Art and Design: Games and Playable Media*

**Relevant Coursework:** Foundations of Video Game Design, Programming Abstractions: Python, Computer Systems and C Programming, Game Design Studio

## Experience

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**Zero&, Pleasanton, CA | Tearista**

June 2023 – September 2023

- Prepared customized drink orders efficiently as part of a fast-paced team. June
- Fulfilled hundreds of orders daily while maintaining strong communication with coworkers.

## PROJECTS

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**Beat the Depths | Programmer | Unity, C#**

- Partnered with a team of 11 to develop a roguelike rhythm game set in an underground nightclub.
- Implemented five distinct enemy types and attack patterns using C#, which contributed to an elevated sense of challenge and engagement.
- Modified enemy attack patterns and health points using C#, based on 5+ hours of playtesting, improving average player session length.

**You're Cooked | Programmer | Game Designer | Unity, C#**

- Collaborated within a seven-member team to develop 'You're Cooked,' a 3D cooking simulation in Unity where players prepared dishes for an alien queen.
- Programmed six cooking actions (chopping, pouring, boiling) in Unity, each with unique physics-based behaviors and visual effects, allowing users to perform cooking tasks in the game.

**Mors | Programmer & Narrative Designer | Unity, C#**

- Created a short 2D story game covering the stages of grief alongside a team of seven.
- Engineered a custom dialogue system using C# and Unity's TextMeshPro toolkit, allowing for easy addition of character lines.

**MegaKill-ULTRA | Programmer | Unity, C#**

- Constructed and debugged AI pathfinding algorithms using Unity's NavMesh, ensuring smooth character movement, and completed all assigned tasks on time.
- Debugged 300+ lines of code for pathfinding system optimization, improving character movement.

## SKILLS

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- **Game Development Tools:** Unity (2D & 3D, Animator, Timeline, UI Toolkit), Visual Studio, Git
- **Programming Languages:** C# (primary), Python, C/C++
- **Game Design:** Level Design, Gameplay Design, Paper Prototyping, Playtesting & Feedback Iteration