

Evan King

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Portfolio: kingdomempire.github.io

GAME DEVELOPER / QA TESTER / SOFTWARE ENGINEER CANDIDATE

CORE COMPETENCIES

Quality Assurance • Game Development • C++ • C# • Unreal Engine 5 • Engine 5 Blueprints • Unity • Software Engineering • AI Programming • Game Architecture • Procedural Generation • UI Design • Problem-Solving • Team Collaboration • Visual Studio 2022 • GitHub

SUMMARY

Programming graduate with expertise in software engineering and game development, known for exceptional problem-solving abilities and high-quality code implementation; experienced in developing advanced AI systems, procedural generation, and user interface design; skilled in quality assurance testing for indie and major studio releases. Passionate about creating engaging gaming experiences through innovative programming solutions.

- Developed simple AI for multiple enemy types and boss characters
- Created comprehensive UI/UX solutions including health systems.
- Engineered robust interaction systems using advanced collision detection and ray-casting technologies

EXPERIENCE

Quality Assurance Specialist - Full Sail University UX Lab, Winter Park, FL | January 2023 - Present

- Conducts comprehensive QA testing for indie and major studio game releases, identifying bugs and design inconsistencies across multiple platforms
- Provides detailed feedback on gameplay mechanics, UI design, and player experience to development teams, contributing to refined game mechanics and enhanced usability
- Collaborates with developers to implement quality improvements based on user behavior analysis and testing insights

PROJECTS & DEVELOPMENT EXPERIENCE

Enemy AI | Unity, C++, C#

- Developed two unique enemy types and boss characters with basic AI behaviors
- Successfully balanced AI difficulty and ensured boss fairness, delivering engaging but predictable yet hard to deal with enemies.

Procedural Dungeon Generator | Unreal Engine 5, Blueprints

- Designed and implemented procedural dungeon generator creating randomized layouts with adaptive challenges tailored to player progression
- Overcame technical challenges related to level connectivity, replayability, and performance optimization, delivering dynamic environments that enhance replay value

Interactive UI Components | Unreal Engine 5

- Created intuitive user interface elements including health bars, and contextual prompts to improve player interaction and feedback
- Resolved usability and accessibility concerns, resulting in seamless and engaging user experience

Pickup/Interaction System | Unreal Engine 5, C++

- Engineered robust item interaction system utilizing Traces/RayCasts for object detection and pickup mechanics
- Tackled collision detection and interaction logic challenges, creating flexible system supporting diverse gameplay mechanics

LEADERSHIP

Eagle Scout | May 2022 - Demonstrated leadership, time management, and problem-solving skills

EDUCATION

Bachelor of Science in Game Development | Full Sail University, Winter Park, FL | February 7, 2025

Extracurricular and Certifications

Electronic Arts Software Engineering virtual experience program on Forage - August 2025

- Proposed a new feature for the EA Sports College Football and wrote a Feature Proposal describing it to other stakeholders.
- Built a class diagram and created a header file in C++ with class definitions for each object.
- Patched a bugfix and optimized the EA Sports College Football codebase by implementing an improved data structure.