Evan D. King
Mobile: (713) 875-1158 | **Email:** edking143@gmail.com
Portfolio: kingdomempire.github.io | **LinkedIn:** linkedin/in/evanking143

Summary

Game Development graduate with expertise in programming, software engineering, and QA. Skilled in crafting immersive mechanics and interactive worlds through hands-on projects. Passionate about innovation and collaboration, with a commitment to staying ahead of industry trends. Eager to bring fresh ideas and technical skills to cutting-edge game development.

Skills & Software

- **Languages:** C++, C#.
- **Game Engines:** Unreal Engine 5, Unity and Unreal Engine 5 Blueprints.
- **Development Tools:** Visual Studio 2022, GitHub.
- **Game Development:** AI programming, game architecture, UI design, procedural generation.
- **Soft Skills:** Team collaboration, problem-solving, Verbal and written Communication.

Projects & Development Experience

Enemy AI Development: Unreal Engine 5, C#, C++

- Developed two unique enemy types and boss characters featuring advanced AI behaviors, including pathfinding, state-driven decision-making, and adaptive attack patterns.
- Addressed challenges such as balancing AI difficulty and ensuring smooth transitions between behavior states, resulting in engaging and unpredictable enemy encounters.

Random Dungeon Generator: Unreal Engine 5, Blueprints

- Designed and implemented a procedural dungeon generator that creates randomized layouts and adaptive challenges tailored to player progression.
- Overcame issues related to level connectivity, replayability, and performance optimization, ultimately delivering dynamic environments that enhance replay value.

In-Game UI Components: Unreal Engine 5

- Created intuitive and visually appealing user interface elements, including health bars, inventory menus, and contextual prompts, to improve player interaction and feedback.
- Resolved usability and accessibility concerns, leading to a more seamless and engaging user experience.

Pickup/Interact System: Unreal Engine 5, C++

- Engineered a robust item interaction system utilizing Traces/RayCasts for detecting and picking up objects, as well as interacting with various in-game elements.
- Tackled challenges involving collision detection and interaction logic, resulting in a flexible system that supports diverse gameplay mechanics.

Experience

Quality Assurance – Full Sail University UX Lab - January 2023 - June 2025

- Conducted Quality Assurance testing for indie and major studio game releases, identifying bugs and design inconsistencies.
- Provided feedback on gameplay, UI, and player experience to refine mechanics and usability.
- Collaborated with developers to enhance game quality based on user behavior and testing insights.

Leadership

Eagle Scout – May 2022

Demonstrated leadership, time management, and problem-solving skills

Education

Full Sail University, Winter Park, FL – February 7, 2025

Bachelor of Science in Game Development