Evan D. King

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SUMMARY

Recent Game Development graduate with a rich blend of technical skills and creative insight, ready to bring ideas to life in dynamic gaming environments. Experienced in crafting engaging game mechanics and immersive, interactive worlds, with a solid grounding in programming and software engineering. Known for a collaborative spirit and a drive for growth, shaped by hands-on team projects and a commitment to staying at the forefront of industry trends. Excited to contribute fresh ideas and technical skills to forward-thinking game projects.

SOFTWARE

- Development Environments: Visual Studio 2022
- Programming Languages: C++, C#
- Game Engines: Unity, Unreal Engine 5, Unreal Engine 5 Blueprints

SKILLS

- Game Development: Artificial Intelligence (AI), Game and computer Architecture.
- Game Design & Al: Creating realistic and challenging Al behaviors and lifelike interactions.
- Game Design Quality: Designing and delivering high-quality game products.
- Tools & Frameworks: GitHub version control, team collaboration.
- Technical Knowledge: Game development cycles; preproduction to completion.
- **Soft Skills:** Verbal and written Communication, Team collaboration, and independent work.

PROJECTS and DEVELOPMENT EXPERIENCE

- **Enemy Creation:** Designed two unique enemies and two Boss enemies using C++, implementing complex AI behaviors that enhanced game-play depth and strategic challenges.
- Random Dungeon Generator: Built a blueprint-based dungeon generator in Unreal Engine 5, creating randomized environments and adaptive challenges that responded to player exploration and progression.

Portfolio

kingdomempire.github.io

Leadership

Eagle Scout May 5, 2022

Leadership, Time management, Teamwork and Problem-solving skills.

EDUCATION

Bachelor of Science in Game Development (B.S.)

Full Sail University, Winter Park, FL 2022 - 2025

99% Attendance