

Evan D. King

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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:** Designed two enemy and bosses using C++ with complex AI behaviors.
- **Random Dungeon Generator:** Built blueprint-based dungeon generator in Unreal Engine 5, creating randomized environments and adaptive challenges to player progression.
- **In-Game UI Components:** Designed intuitive UI elements to enhance player interaction.
- **Pickup/Interact System:** Developed a C++ system in Unreal Engine for item interaction using Traces/RayCasts or picking up items and interacting with Interactables.

Experience

Quality Assurance – Full Sail University UX Lab - January 2023 - February 2024

- 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 5, 2022

Demonstrated leadership, time management, and problem-solving skills

Education

Full Sail University, Winter Park, FL – February 2025

Bachelor of Science in Game Development

99% Attendance