# Evan King

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Portfolio: [kingdomempire.github.io](https://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.