[****Evan D. King****](https://www.linkedin.com/in/evanking143/)

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## **SUMMARY**

Motivated Game Development graduate, Expected Graduation February 2025, 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 & AI:** Creating realistic and challenging AI 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.
* **In-Game UI Components:** Designed and implemented intuitive UI components to facilitate seamless player interaction with the game.
* **Game Pickup/interact System:** Created pickup/interact system with c++ in Unreal Engine using traces/RayCasts for picking up items and interacting with interactables.

## **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