**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 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