KENJI TANAKA

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WORK EXPERIENCE

Lead Gameplay Engineer   Apr 2024 – Present

Square Enix (Tokyo, JPN)

- Direct gameplay systems development for AAA JRPG title (C++, Unreal Engine 5)
- Manage team of 10 engineers implementing combat, AI, and progression systems

Senior Game Developer   Jan 2022 - Mar 2024

Capcom (Osaka, JPN)

- Developed character action systems for flagship action game franchise (C++, Proprietary Engine)
- Optimized rendering pipeline achieving 60fps on console platforms

Game Programmer   Jun 2019 - Dec 2021

Bandai Namco (Tokyo, JPN)

- Created multiplayer networking systems for fighting game titles (C++, C#, Rollback Netcode)
- Implemented cross-platform play between PlayStation, Xbox, and PC

Junior Game Developer   Apr 2017 - May 2019

FromSoftware (Tokyo, JPN)

- Built enemy AI behaviors and boss encounter systems (C++, Lua)

Gameplay Intern   Apr 2015 - Mar 2017

PlatinumGames (Osaka, JPN)

- Assisted with level design tools and scripting systems (C#, Unity)

TECHNICAL SKILLS

Languages: C++, C#, Lua, Python, HLSL/GLSL

Engines: Unreal Engine, Unity, Proprietary Engines

Tools: Perforce, JIRA, Visual Studio, RenderDoc, Profilers

Core Strengths: Gameplay Programming, Graphics Programming, Performance Optimization

EDUCATION

Tokyo Institute of Technology (Tokyo, JPN)   Mar
Bachelor of Engineering (B.Eng.), Information and Communications   2015
Engineering

Top 5% of graduating class

ADDITIONAL SKILLS & INTERESTS

- **Skills:** 3D Mathematics, Physics Simulation, Animation Systems

- **Interests:** Fighting Games, Arcade Culture, Anime, Monster Hunter, Demon's Souls