

## **Video Introduction Script Opening**

### **Opening**

Hello, I'm Kenji Tanaka, and I'm based in Tokyo, Japan. I hold a B.Eng. in Information and Communications Engineering from Tokyo Institute of Technology, and I've been creating video games for over 10 years. For me, game development isn't just programming—it's about crafting experiences that players remember for years.

### **Recent Experience**

Most recently, I'm a Lead Gameplay Engineer at Square Enix, where I direct gameplay systems development for a AAA JRPG title using Unreal Engine 5. In this role, I manage a team of 10 engineers implementing combat systems, enemy AI, and progression mechanics that need to feel responsive and satisfying at 60 frames per second.

### **Leadership Philosophy**

My leadership style is iteration-focused and player-centric. I believe in rapid prototyping and constant playtesting—you can't design great gameplay on paper alone, you have to feel it in your hands. I've learned that the best game features emerge from tight collaboration between programmers, designers, and artists, with everyone willing to experiment and fail fast.

### **Problem-Solving Approach**

What sets me apart is my focus on feel and responsiveness. At Capcom, I developed character action systems for flagship franchises where even a few frames of latency destroys the experience. I always keep in mind that players notice every detail—animation timing, input buffering, camera behavior—and those details determine whether combat feels incredible or just okay.

### **Full-Stack Game Development Experience**

I've worked across the entire game development pipeline: from gameplay prototyping and system design, through engine programming and optimization, to console certification and post-launch support. My experience spans multiple engines and platforms, always with a focus on performance and player experience.

I believe strongly in technical excellence and knowledge sharing. Game code can become complex quickly, so clear architecture and good documentation are essential for team productivity.

### **Technical Expertise**

Over the past five years, I've primarily worked with C++ for gameplay and engine programming, using Unreal Engine for current projects but also experienced with Unity and proprietary engines. I'm proficient in shader programming with HLSL/GLSL and various profiling and optimization tools.

But my real passion is gameplay programming. I love solving challenges like: How do we make this combat feel impactful? How do we optimize AI for 50+ enemies on screen? How do we handle complex animation state machines? These are the problems that define player experience.

## **Personal Interests**

Outside of work, I'm deeply involved in fighting game communities, visiting arcades regularly, and studying game design through play. I also enjoy anime and analyzing what makes certain games achieve that perfect sense of flow and mastery.

## **Closing**

You can view my game portfolio and technical demos on my website, which I've included in my application. I'd be excited to discuss gameplay programming, game feel, or any aspect of creating engaging player experiences.