

Joy Ekechukwu

Gameplay Programmer

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I specialize in game development and software engineering, with extensive experience in programming and design across various engines and technologies. Through multiple internships, I have gained practical experience that has fueled my passion for maintaining software applications and collaboration. I am currently looking for software engineering and game programming roles.

SKILLS

Technical/Computer Skills: Unreal Engine (C++ and Blueprints), Unity (C#), Python, Git, SQL, NoSQL

Languages: English (Native), French (Proficient), and Igbo (Intermediate)

WORK EXPERIENCE

Synk, Austin, TX — *Game Development Intern*

March 2024 – Present

- Built an interactive gesture system allowing avatars to perform actions which increased user engagement by **40%**
- Worked with SimplePeer (WebRTC) and Socket.io to refine avatar interactions and improve real-time communication.
- Worked closely with designers and backend engineers to bridge the gap between UI, 3D interactions, and real-time networking.

Steamwell Studios, Austin, TX – *Gameplay Programmer*

January 2025 – Present

- Spearheaded the implementation of AI gameplay features using **Unreal Engine**, **C++**, and **Blueprints**, which improved player retention.
- Led collaboration across a 7-person multidisciplinary team of designers, programmers, sound designers, and narrative designers to deliver a cohesive game with a smooth development process.
- Optimized workflow by managing source control systems and aligning with evolving design docs, resulting in a 15% increase in team productivity.

Spirit-Free Guarantee, Austin, TX – *Gameplay Programmer*

August 2024 – January 2025

- Developed robust player mechanics and UI systems using **Unity** and **C#**, integrating Photon networking to support synchronization across multiple clients across the globe.
- Led weekly design meetings with the development team, aligning gameplay implementation with design vision and improving overall game coherence.

Peace Foundation Atlanta, GA – *Programmer*

September 2024 – January 2025

- Engineered a modular inventory system in Unreal Engine using **C++** and **Blueprints**, allowing item interaction and seamless integration with game objects.
- Implemented robust **Git** workflow and led 2 code reviews per week, reducing merge conflicts by 7% and improving overall code quality.

PROJECTS

Personal Portfolio – Web Projects

- Designed and built a portfolio website showcasing projects using **JavaScript**, **React**, and **Flask**.
- Implemented dynamic **UI** components, optimized performance, and an integrated design.

CraZ-4s – Video Game Development (Team)

- Programmed mini-game challenges in **Unreal Engine** using **C++**, and spearheaded the level design.
- Applied collaborative software practices (source control, bug-tracking) for efficient team workflows.

LEADERSHIP & PROFESSIONAL INVOLVEMENT

Black Student Media Association, Austin, Texas – *President/Founder*

February 2023 - Present

- Founded and grew an organization for black creatives to 50 members, hosting workshops on entertainment industry preparation.
- Collaborated with over 15 industry professionals while facilitating 3 internship opportunities for members.
- Presented at GSD&M's AfroTech event about the importance of intersectionality within tech and creativity

EDUCATION

The University of Texas at Austin, Austin, TX

(Anticipated graduation date) May 2025

Bachelor of Science

UTLA: Summer 2024 in Los Angeles