Joy Ekechukwu

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SUMMARY

I am a software engineer with a strong programming background. I have experience building scalable applications, optimizing workflows, and collaborating in fast-paced environments. My knowledge of JavaScript, Python, C++, SQL, and various frameworks has enabled me to develop interactive web applications and high-performance game systems.

SKILLS

Unreal Engine (C++ and Blueprints) • Unity (C#) • Python • Git • SQL • NoSQL • Aws • React (TypeScript) • Three.js • Node.js • CSS • Socket.io • English (Native) • French (Proficient) • Igbo (Intermediate)

WORK EXPERIENCE

Konsole Kingz LLC   Remote
Game Developer   Jun 2025 - Present

- Led full-cycle development of Island Dominoes in Unity for Konsole Kingz LLC, building gameplay, UI, and AI systems from scratch.
- Engineered turn-based logic and backend ruleset for "Jamaican 6 Love Dominos," including multiplayer scoring, win conditions, and tie-breakers.
- Developed prototype AI opponents and integrated dynamic UI using Figma assets and 3D templates; maintained codebase via Git/GitLab and FogBugz.

Synk   Austin, TX
Game Development Intern   Mar 2025 - Present

- Develop an interactive gesture system for avatars, resulting in a 40% increase in user engagement.
- Collaborate with SimplePeer (WebRTC) and Socket.io to enhance avatar interactions and optimize real-time communication.
- Coordinate with designers and backend engineers to integrate user interface, 3D interactions, and networking capabilities.

Steamwell Studios   Austin, TX
Gameplay Programmer   Jan 2025 - Jul 2025

- Implement AI gameplay features using Unreal Engine, C++, and Blueprints, enhancing player retention.
- Lead collaboration across a 7-person multidisciplinary team to ensure cohesive game development.
- Optimize workflow by managing source control systems and aligning with design documents, resulting in a 15% increase in team productivity.

Peace Foundation   Atlanta, GA
Programmer   Sep 2024 - Jan 2025

- Developed a modular inventory system in Unreal Engine using C++ and Blueprints, enhancing item interaction and integration with game objects.
- Implemented a robust Git workflow and facilitated two code reviews weekly, reducing merge conflicts by 7%.
- Improved overall code quality through consistent code review practices and collaborative development processes.

Spirit-Free Guarantee   Austin, TX
Gameplay Programmer   Aug 2024 - Jan 2025

- Developed player mechanics and user interface systems using Unity and C#, incorporating Photon networking for global client synchronization.
- Led weekly design meetings to align gameplay implementation with design vision, enhancing game coherence.
- Integrated complex systems to optimize performance and user experience in a multiplayer environment.

EDUCATION

The University of Texas at Austin   Austin, TX
Bachelor of Science   May 2025