Joy Ekechukwu

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SUMMARY

A results-driven programmer with hands-on experience developing online components and gameplay systems for published games. Experienced in C++, Python, and object-oriented programming, with a proven ability to design, implement, and integrate online services for features like real-time multiplayer and user interaction. Eager to contribute to a collaborative team environment to build new features and architecture.

SKILLS & INTERESTS

Unreal Engine (C++ and Blueprints) • Unity (C#) • Godot (GDScript) • Python • Git • SQL • Web Development • Visual Studio • Perforce • Collaboration • Communication • Problem-Solving • Attention to Detail • Debugging • Quality Assurance • Test-Driven Development • English • French • Igbo • Source Control • Excellent Programming

WORK EXPERIENCE

Konsole Kingz LLC   Remote
Game Developer   Jun 2025 – Present
- Lead the development of complex gaming systems, building gameplay and AI systems from the ground up for mobile using C#.
- Use C# to enhance software scalability and refine product functionality while addressing technical issues.
- Coordinate with studio head efforts to ensure seamless integration and optimal system performance.

Stealth Startup   Austin, TX
Game Development Intern   Mar 2025 – Jun 2025
- Develop an interactive gesture system for avatars, achieving 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
- Implemented AI gameplay features using Unreal Engine, C++, and Blueprints, enhancing player retention.
- Led collaboration across a multidisciplinary team of 7 members to ensure cohesive game development.
- Optimized workflow by managing source control systems and aligning with design documents, resulting in a 15% increase in team productivity.

Spiritless Studios   Austin, TX
Gameplay Programmer   Aug 2024 – Jan 2025
- Developed player mechanics and user interface systems utilizing Unity and C#, incorporating Photon networking to ensure 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. team productivity.

Peace Foundation   Remote
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.

LEADERSHIP & PROFESSIONAL INVOLVEMENT

President/Founder, Black Student Media Association   February 2023 - May 2025
- Founded an organization for black creatives to learn how to prepare for the entertainment industry.
- Collaborated with industry professionals to showcase different work opportunities for members.
- Spoke at an AfroTech event at GSD&M about the importance of intersectionality within tech and creativity

EDUCATION

The University of Texas at Austin, *Bachelor of Science*   May 2025
- Relevant Coursework: Data Structures, Algorithms, Game Programming Paradigms, Software Engineering