

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

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.

Blindlight Studios, Los Angeles, CA — Creative Office Intern June 2024 – Aug 2024

- Supported creative directors in managing 4 voiceover projects, coordinating with over 150 voice actors and contributing to 2 narrative scripts.
- Developed 4 script sides for an unannounced game, contributing to the creation of compelling narrative elements that enhanced player immersion.

PROJECTS

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.

Royal Rebel! – Video Game Development (Team):

- Developed core gameplay mechanics for a single-player action-adventure game using **Godot** and **GDScript**, including combat and 4 unique levels.

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