

# Kenneth Amiel Santos

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## FULL TIME WORK EXPERIENCE

### THE STUDIO OF SECRET 6, INC.

Apr. 2021 – Present

Technical Developer / Game Engineer (Level III)

Pasig City, PH

- Implemented localization to support multiple languages for global audiences.
- Developed multiplayer netcode and optimized networking for smoother gameplay.
- Designed and integrated class-specific skills compatible with multiplayer systems.
- Supported game launch by addressing urgent critical issues and player feedback.
- Created a dynamic subtitle system for dialogues in and out of cutscenes.
- Optimized asset loading, reducing memory usage from 11GB to 2-3GB.
- Ported a PC game to iOS with seamless functionality and performance.
- Built a Modular Spline Tool for adaptive asset generation and terrain adjustments.
- Contributed R&D for tools and workflows development to enhance studio efficiency and projects.
- Created a procedurally generated map using Unreal Engine 5 tools.
- Developed character skills using Unreal Engine 5's Gameplay Ability System.
- Improved character animation using Control Rig and advanced systems.
- Utilized Premake and CMake for efficient C++ build processes.
- Built a 2D game engine MVP to create a simple Flappy Bird-style game.
- Tinkered and expanded the Lyra Starter Project for Unreal Engine 5.
- Studied Unreal Engine's source code to understand and customize its architecture.
- Created Unreal Engine plugins to ensure smoother workflow across departments.
- Created simple renderer for a small engine using Vulkan and OpenGL

### DEFINITE STUDIOS PTE. LTD.

Sept. 2018 - Apr. 2021

Junior Unity3D Game Developer

Quezon City, PH

- Debugged and implemented features for JRPG turn-based combat games and a card game.
- Designed and directed dialogue systems for visual novel branching storylines.
- Developed backend features, analytics, and server maintenance for live games.

## CONTRACTUAL/FREELANCE WORK EXPERIENCE

### THE3RD.ONE GAMES

Oct. 2023 - Mar. 2024

Senior Unreal Engine Game Developer

Remote

- Contributed to a rogue-like project with procedurally generated levels, upgrades, and wave-based combat.
- Migrated spell and skill systems to the Gameplay Ability System (GAS) for enhanced functionality.
- Optimized multiplayer spell and skill systems with client prediction for efficient netcode.
- Migrated character data, stats, and classes to the Gameplay Ability System (GAS) for improved management.

### CHILLCHAT GAMES

Jun. 2023

Mid Unreal Engine Game Developer

Remote

- Contributed in an MMORPG project with a tight deadline and reduced team availability.
- Implemented new character alignment and its proper behavior.
- Developed a Training System, making players simulate battle conditions within a dedicated training room.
- Led rigorous bug-fixing efforts, ensuring stability and enhancing game performance across systems.
- Addressed critical issues utilizing the Gameplay Ability System, Gameplay Message Subsystem, and GameFeature Subsystem to improve overall gameplay functionality.

### URBAN CGI

Jan. 2023 - May 2023

Unreal Engine Developer

Remote

- Contributed to the development of a Living CGI Program Engine for construction site simulation, akin to a game engine.
- Simulated crowd movement with customizable smart splines, ensuring dynamic pathfinding and obstacle avoidance.
- Developed vehicle traffic simulation, enabling vehicles to follow smart splines, avoid obstacles, and overtake slower vehicles with dynamic input properties.
- Designed and implemented road placement along spline paths for realistic traffic flow and obstacle navigation, integrating UI controls and logic.

### PHOENIX ARENA LTD.

Oct.2022 - Sept. 2023

Lead Unity Game Developer

Remote

- Developed features for a blockchain-based RPG auto-battler, integrating NFTs for in-game assets.
- Reviewed and merged code, ensuring quality, consistency, and adherence to team coding practices.
- Enforced code architecture standards to maintain a clean and easily debuggable codebase.
- Set up unit testing for gameplay features to ensure reliability and functionality.

- Managed all game scenes, including UI setups for Splash Screen, Login, Main Menu, and battle-related screens while maintaining data persistence.
- Developed and integrated Login/Register functionality with Unity Gaming Services and Firebase Authentication.
- Implemented character customization, allowing players to modify and save attributes with persistent data across scenes.
- Developed Team Building functionality for players to select and build battle teams.
- Led the development of Pre-Battle, Battle, and Rewards screens, including battle logic and reward management.
- Maintained code quality and backend management through Unity Gaming Services and SQL database.
- Served as a liaison between design, art, and dev teams to ensure efficient communication and workflow.
- Utilized Postman to monitor and test HTTP data behavior for backend services.

NOVEMBER GAMES

Apr. 2022 - Oct. 2022

Mid Unity Game Developer

Remote

- Contributed to the development of an MMO PvPvE shooter by implementing features and fixing bugs based on design documents.
- Designed and implemented a modular avatar customization system, supporting various customizations and integrating with Addressables, and SkinnedMeshRenderer.
- Fixed bugs reported by QA, ensuring stable gameplay and system performance.
- Implemented procedural map generation to create unique planets for individualized gameplay experiences.

CERTIFICATIONS AND SKILLS

CERTIFICATIONS: TESDA - *Game Programming National Certificate Level III*, CompTIA - *A+ Certificate*

SKILLS: Git, Unity3d, Unreal Engine, Visual Studio/Rider, OpenGL, Unity Gaming Services, MS SQL SERVER. Amazon S3, Postman, Amazon RDS, C++, C#, HLSL/GLSL, Programming Design Patterns, Debugging, Linear Algebra, Trigonometry, Calculus, Basic Shader Programming, Multiplayer Programming

EDUCATION

De La Salle-College of Saint Benilde

Aug. 2015 - Apr. 2018

BS in Interactive Entertainment and Multimedia Computing with Specialization in Game Development and Design

INTERESTS

MEDIA: Project Sekai, Clash of Clans, Valorant, Marvel Rivals, Oxygen Not Included, Soulstone Survivors, Tekken 8, Dragon Nest, The Big Band Theory, Young Sheldon, F.R.I.E.N.D.S, Mr Robot, Anime

HOBBIES: Cooking, Tinkering Smartphones or Old Laptops and PC, PC Building/Upgrade for my friends, Learning new stuff/Skills outside game development