Keagon King

Game Developer

Austin, Texas | (614) 623-7167

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Portfolio: https://keagonking.github.io/

Core Skills

- C#, C++
- Unity Engine
- Linear Algebra, Physics
- Git
- Bug Fixing / Tracking

I'm a passionate developer who is excited to program game side code! I am eager to collaborate on innovative game projects, and have proven game development experience in a personal capacity.

Recent Experience

Junior Software Engineer
Broadway Fireplace and Decor | Grove City, OH
May 2024 - Present

- Develop responsive desktop applications in C++, improving sales productivity and operational efficiency.
- Design and implement user-friendly UI/UX features, to improve usability and overall user experience.
- Conduct thorough testing and debugging, reducing application downtime and ensuring high software reliability for end users.

Fire Protection Engineer
MLN Company | Austin, TX
Dec 2023 - Mar 2024

- Collaborated with cross-functional teams to design complex systems, ensuring alignment with industry standards and best practices.
- Managed multiple projects simultaneously, ensuring timely and efficient completion while maintaining high-quality standards.
- Demonstrated strong problem-solving skills by analyzing requirements and designing effective solutions under tight deadlines.
- Developed clear communication channels with both internal and external stakeholders to facilitate smooth project execution and meet customer needs.

Fire Sprinkler Designer
American Fire Systems | Austin, TX
August 2022 - December 2023
- Collaborated with cross-functional teams to design complex systems, ensuring alignment with industry standards and best practices.
- Managed multiple projects simultaneously, ensuring timely and efficient completion while maintaining high-quality standards.
- Demonstrated strong problem-solving skills by analyzing requirements and designing effective solutions under tight deadlines.
- Developed clear communication channels with both internal and external stakeholders to facilitate smooth project execution and meet customer needs.

Education

Full Sail University
Bachelor of Science in Game Development
August 2023 - December 2025

Certifications

Electronic Arts Software Engineering virtual experience program on Forage - August 2024

- Proposed a new feature for the Sims 4 and wrote a Feature Proposal describing it to other stakeholders.
- Built a class diagram and created a header file in C++ with class definitions for each object.
- Patched a bugfix and optimized the Sims 4 codebase by implementing an improved data structure.