

# KEAGON KING

## GAME DEVELOPER

(614) 623-7167  
Cedar Park, TX 78613  
keagonking@outlook.com  
<https://kealmcking.github.io/Keagon-King-Portfolio/>

Dedicated Unity game developer with 6 years of personal experience. I am currently working towards a Bachelor of Science in Game Development from Full Sail University, with strong proficiency in C# and C++.

I bring a passion for creating immersive gaming experiences and a commitment to leveraging my technical skills to deliver high-quality projects from concept to completion.

## PROFESSIONAL EXPERIENCE

### Software Engineer - Broadway Fireplace and Decor (June 2024 - Present)

- Developed an internal product program that allowed for sales-people to quickly build and price installs for customers.
- Worked with the sales team to bug fix, expand areas where needed, and trim the excess in order to make a specialized app that best fits the needs of the team.

### Fire Sprinkler Designer - MLN Company ( Dec 2023- May 2024)

- Designed Fire Sprinkler blueprints, adhering to NFPA guidelines and local jurisdictional rules, for use in large commercial contexts.
- Worked alongside sales and project management to ensure a consistent groundwork for projects.

### Fire Sprinkler Designer - American Fire Systems (Aug 2022 - Dec 2023)

- Collaborated with field technicians, project management, and sales to ensure consistency across projects.
- Designed Fire Sprinkler system blueprints, adhering to NFPA guidelines and local jurisdictional rules, for use in both commercial and residential contexts.

## EDUCATION

### Full Sail University

Bachelor's of Science in Game Development

## SKILLS

- |       |      |                |
|-------|------|----------------|
| • C#  | • UI | • Unity Engine |
| • C++ | • UX |                |

## CERTIFICATION

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.