Keagon King

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SUMMARY

Gameplay Engineer with experience developing and maintaining gameplay systems in C++ and C#, specializing in player mechanics, physics-driven interactions, AI behaviors, and performance optimization. Experienced in collaborating with designers and artists to implement polished gameplay features, debugging complex systems, and iterating rapidly in production environments. Passionate about live games and player-focused development.

SKILLS

- **Programming:**
  - C++ (Gameplay Systems, Debugging, Optimization)
  - C# (Unity Gameplay Development)
  - Object Oriented Programming
- **Game Development:**
  - Gameplay Systems & Mechanics
  - Player Controls & Physics
  - AI Behaviors & State Logic
  - Animation Systems & Gameplay-Driven Animation
  - UI Systems (Gameplay-Facing)
- **Engine & Tools:**
  - Unity Engine (Production Experience)
  - Unreal Engine 5 (Foundational C++ & Blueprints)
  - Git/Version Control
- **Collaboration:**
  - Cross-discipline teamwork with designers, artists, and animators
  - Rapid iteration based on gameplay feedback

PROJECTS

Everslide – Unity, C# (Commercial Project, 2025)

- Designed and implemented core gameplay systems for an infinitely generated sliding puzzle game.
- Developed procedural generation algorithms to ensure unique gameplay scenarios across 100+ levels.
- Optimized gameplay logic and rendering pipelines to achieve stable 120+ FPS on desktop hardware.
- Iterated on mechanics based on playtesting and feedback to improve responsiveness and player clarity.
- Shipped and maintained a commercial Steam release, addressing bugs and performance issues post-launch.

AI Training Environments – Unity, C# (AI Warehouse, 2025)

- Built custom gameplay-style environments used for reinforcement learning training, including game rules, state transitions, and interaction logic.
- Designed deterministic and debuggable systems to support rapid iteration and testing.
- Worked closely with designers to adjust gameplay parameters based on behavioral outcomes.

WORK EXPERIENCE

Game Engineer   Feb 2025 - Nov 2025
AI Warehouse   *Remote*

- Designed and implemented gameplay logic and interaction systems in Unity for training environments and interactive content.
- Collaborated cross-functionally with designers, artists, and animators to deliver cohesive gameplay experiences.
- Debugged and optimized gameplay systems to ensure stability and performance under production constraints.

Software Engineer   May 2024 - Feb 2025
Broadway Fireplace and Decor   *Remote*

- Developed and maintained C++ desktop applications, focusing on system reliability and performance.
- Debugged complex issues in production codebases, improving stability and reducing downtime.
- Implemented UI features with an emphasis on usability and maintainable architecture.

EDUCATION

Full Sail University
B.S. In Game Development