

Keith Tran

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Aspiring Gameplay Programmer and Software Developer, who loves learning and bringing ideas to life.

EXPERIENCE

Pestalotiopsis (Funguy) – Gameplay Programmer

Jun 2024 – Aug. 2024

Gameheads

Oakland, CA

Languages used: Unreal Blueprints

Software used: Unreal Engine 5.2.1, Perforce P4 (Helix Core)

As a student familiar with Unity and developing 2D games, this was my first game working in Unreal Engine and 3D. Nonetheless, I had fun programming with Unreal Blueprints because the skills from Unity helped me transition to Unreal Engine 5. As a programmer on the team, I was responsible for designing the Enemy AI, speedrun, and enhanced vision systems.

I spent most of my time working with Unreal Blueprints by translating gameplay mechanic ideas into functional code. While this process was tricky, it was rewarding when the mechanics were working as intended. To accomplish this, I discussed weekly with my mentor and team the logic behind our game mechanics and integrating them into our game systems

- Built a speedrun and save system, enabling players to compete for fastest completion times on a local leaderboard by sorting saved data with Bubble Sort based on completion times
- **Developed enemy AI that attacks players and navigates around their base using Behavior Trees and AI Controllers to manage enemy states and track player location**
- Created an X-ray material that highlights specific objects, such as interactables and enemies, by modifying Post Process effects on materials

Alebrije | Unity | Gameplay Programmer

Jun 2022 – Aug. 2022

Gameheads

Oakland, CA

Languages used: C#

Software used: Unity 2021.3.5f1, GitHub

This is my first project at Gameheads, where I was the sole programmer on a project. I was responsible for creating prefabs for our level designer to integrate his level design into our game and for the artists to design the game's look. When I was able to finish tasks early, I would ask for feedback and check on the progress of other team members.

- Programmed a 2D platformer game in Unity using scripts in C#
- Collaborated with Game Designer to design the game's level and develop gameplay mechanics
- Managed GitHub by solving merge conflicts that occurred and integrated team's assets (art and sound) into Unity build
- Provided regular updates to the team on project progress and actively contributed to development through SCRUM stand-ups.
- Successfully published both PC and MAC versions of the game on the Itch.io platform

EDUCATION

University Of California, Santa Cruz

Anticipated April 2026

Bachelor of Science in Computer Science

GPA: 3.64

Relevant Coursework: **Object-Oriented Programming, Algorithms and Data Structures**

TECHNICAL SKILLS

Languages: Java, Python, C/C++/C#, SQL (Postgres), JavaScript, HTML/CSS

Developer Tools: Unity, Git, Docker, Perforce P4 (Helix Core), Unreal Engine 5, VS Code

Industry Knowledge: Game design, SCRUM, UX/UI Design