

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, May 2025 – Present

Gameheads

Oakland, CA

Languages used: Unreal Blueprints

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

As a student with prior experience in Unity and 2D game development, this was my first project working in Unreal Engine and 3D. Leveraging my knowledge from Unity, I adapted quickly to Unreal Blueprints and contributed significantly to gameplay programming.

I collaborated closely with my mentor and team, translating gameplay mechanics from concept to working features by designing, iterating, and integrating core systems using Unreal Blueprints.

- **Built a speedrun and save system that tracks player progress, saves checkpoint data (player health, location, objects destroyed), and enables local leaderboard sorting using a Bubble Sort algorithm based on completion times.**
- **Developed advanced Enemy AI using Behavior Trees, AI Controllers, and the Environment Query System (EQS), enabling enemy ants to strafe players, coordinate group attacks with token systems, and perform dynamic jump attacks based on player distance.**
- **Designed an enemy spawning system that dynamically spawns additional enemies during combat phases to balance game difficulty and optimize performance.**
- **Implemented an interact and dialogue system allowing players to engage with NPCs, doors, and objects, with branching dialogue that dynamically adjusts based on player choices.**
- **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 the team's assets (art and sound) into the 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 March 2026

Bachelor of Science in Computer Science

GPA: 3.64

Relevant Coursework: **Object-Oriented Programming, Algorithms and Data Structures, Analysis of Algorithms, Database Systems**

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