#### **ABOUT ME**

Passionate game developer and software engineer with experience building interactive 2D and 3D experiences across Unity and Unreal Engine. Skilled in gameplay programming, Al integration, and cross-platform development, with a strong foundation in C++, C#, and real-time systems. Proven track record shipping games on Steam and Google Play, and contributing to innovative Al tools that bridge gaming and intelligent interaction.

Learn more about me on <u>Linkedin</u>, and check out <u>my Website</u>.

# **EDUCATION**

# BACHELOR OF GAME AND SOFTWARE DEVELOPMENT

Neumont College of Computer Science / Salt lake City / 2025

- GPA: 3.97
- 7x President's List honoree

# **SKILLS**

**VERSION CONTROL** 

C#/C++

**UNITY ENGINE** 

UNREAL ENGINE

HLSL | GLSL

OPENGL | METAL | VULKAN

**FULL STACK DEVELOPMENT** 

NETWORKING & MULTIPLAYER

VERSION CONTROL | GITHUB

VISUAL STUDIO | VS CODE

PYTHON | JAVA

AI INTEGRATION

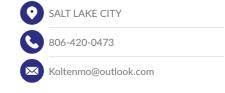
AR | VR

3D MODEL | 3D ANIMATION

CROSS ENGINE SUPPORT

# KOLTEN Morales

GAME DEVELOPER | GAMEPLAY PROGRAMMER



#### **WORK EXPERIENCE**

#### **SATORI**

Salt Lake City Jan 2025 - Mar 2025

# Software Developer

- Engineered core gameplay systems and backend functionality for 'Satori Idle', an Android idle game, successfully launched on Google Play.
- Collaborated effectively with a cross-functional team to design and implement features, significantly enhancing player engagement and user experience.
- Developed backend logic to facilitate reward systems and manage time-based resource mechanics, improving game dynamics.
- Utilized Unity, C#, and Python to seamlessly integrate frontend gameplay with backend data management systems.
- Employed agile development practices, specifically a Kanban workflow, throughout the project lifecycle, from inception to final release.
- Enhanced UI/UX by incorporating iterative design and conducting player feedback testing, leading to continuous product improvement.

# **IAMAI-CORE**

Salt Lake City Mar 2025 - Present

# Software Engineer

- Developed a sophisticated 3D AI chatbot utilizing Unreal Engine and C++, incorporating the Iamai plugin to facilitate real-time, local-first user interactions.
- Enhanced third-party plugin compatibility for Unreal Engine and Unity, streamlining AI integration for external developer ecosystems.
- Engineered core logic and interaction frameworks, closely interfacing with proprietary AI technology to optimize system performance and user responsiveness.
- Contributed to the integration and refinement of 3D models and animation systems, focusing on augmenting visual fidelity and interaction fluidity.
- Collaborated effectively with a geographically distributed team, employing GitHub and agile methodologies to expedite the development and release of stable software builds.

# **PROJECTS**

Salt Lake City

# Satori Idle

Idle mobile game released on Android. Developed core gameplay and backend systems in Unity using C#, with full release cycle completed using a Kanban workflow.

Salt Lake City Jan 2024 - Dec 2024

### **Bouncing Buds**

Physics-based party game released on Steam. Solo-developed in Unity using C#, featuring multiplayer via Unity Relay, custom gameplay systems, and full production from prototype to launch.