

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, AI 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 AI tools that bridge gaming and intelligent interaction.

Learn more about me on [Linkedin](#), and check out [my Website](#).

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




KOLTEN MORALES

GAME DEVELOPER | GAMEPLAY PROGRAMMER

SALT LAKE CITY

806-420-0473

Koltenmo@outlook.com

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.