ABOUT ME

Game developer and software engineer with experience creating 2D/3D experiences in Unity and Unreal Engine. Skilled in gameplay programming, AI integration, and real-time systems using C++ and C#. Shipped titles on Steam and Google Play, and contributed to AI tools that blend gaming with intelligent interaction.

Learn more on Linkedin or visit my Website.

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
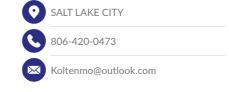
AR | VR

3D MODEL | 3D ANIMATION

EDUCATION

BACHELOR OF GAME AND SOFTWARE DEVELOPMENT

Neumont College of Computer Science /
Salt lake City /
2025

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

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 and backend systems for *Satori Idle*, launched on Google Play.
- Collaborated with a cross-functional team to enhance player engagement and UX.
- Built backend logic for rewards and time-based resource mechanics.
- Integrated frontend gameplay with backend data using Unity, C#, and Python.
- Followed agile practices with a Kanban workflow from start to release.
- Enhanced UI/UX by incorporating iterative design and conducting player feedback testing, leading to continuous product improvement.
Tech: Unity, C#, React, HTML, CSS

IAMAI-CORE
Salt Lake City
Mar 2025 - Jun 2025

Software Engineer

- Built a 3D AI chatbot in Unreal Engine with C++ using the Iamai plugin for real-time, local interactions.
- Improved plugin compatibility in Unreal and Unity to simplify AI integration for external developers.
- Developed core logic and interaction systems integrated with proprietary AI to boost performance.
- Integrated and refined 3D models and animations to enhance visual quality and interaction flow.
- Collaborated with a remote team using GitHub and agile methods to deliver stable software builds.
Tech: Unity, Unreal, C++, C#, AI

ROOTWORDS.IO
Salt Lake City
Jul 2025 - Present

Game Project Manager

- Debug frontend and backend issues for RootWords.io.
- Lead development team to gamify the app and improve user retention.
- Add engaging content and items to enhance user experience.
Tech: React, Html, CSS, Java

PROJECTS

Salt Lake City
Feb 2025 - Mar 2025

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.