

Kenechukwu Umelo | Game Programmer and VR Developer

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A creatively tenacious developer who enjoys experimentation across design, technology and engineering to create cutting edge experiences and fun for others to enjoy.

SKILLS:

LANGUAGES/SCRIPTING: C#, C++, HTML, Unreal Blueprints

SOFTWARE: Unity, Unreal Engine 4/5, Meta Quest, SteamVR, Visual Studios, Blender

MANAGEMENT: Github, Perforce, Plastic, Jira, Trello, Notion

PROFESSIONAL EXPERIENCE:

King Crow Studios, Remote | Programmer II

Mar 2022 - Dec 2023

B-52 VRTP

- Collaborated with a team of programmers to successfully transition the existing project to leverage the Unity XR Interaction Toolkit.
- Revamp all interactable UI from the previous version with a custom-derived XR interactable script to support hover loading.
- Scripted multiplayer logic to update event calls and positions for 20+ networked GameObjects to be synchronized.
- Re-implemented over 10+ new training simulations with existing in-house tools and systems to train for specific areas of the aircraft.
- Fixed reoccurring bugs from post-playtesting sessions and QA recaps in scrum meetings to maintain high quality and polish.

Unreleased Multiplayer Project

- Prototyped and iterated 5 new minigames to provide fun encounters and content for the players to discover in the open game space.
- Support programmers with debugging core gameplay mechanics and implementing network features on various game objects.
- Worked on several settings options including audio input/output, volume mixers, and in-game player tracking.
- Utilized C# and polymorphism to script an NPC creation framework for designers to place stationed NPCs into the game space.

Lucid Dream, Durham, NC | VR/AR Unity Developer

Aug 2021 - Feb 2022

Confidential Projects

- Implemented new XR interaction mechanics for existing training experiences Meta Quest using Unity and C#.
- Collaborated with senior engineers to iterate upon existing in-house framework tools to improve client request WebGL advertisements experience or training modules.
- Debugged and polished several AR applications and mobile games for iOS/Android devices utilizing Xcode and Android Studios.
- Used Microsoft Excel to note down and categorize bugs in multiple application builds to notify the team for future addressing.

Healthy Holidays

- Led the development cycle and communicated with the lead artist to establish five-week needs and deadlines.
- Develop a sequencing system to establish the project's core gameplay mechanics within the first week of development, allowing for early playtesting and feedback.
- Designed and implemented a glowing orb class to cut down asset implementation time for the lead artist, increasing workflow efficiency by 55%.

GAMES:

Chaos Bumper | Solo Project

2024, Unity Engine

- Implemented a base class for movement, shooting, and dashing abilities for both player and AI to derive in early development.
- Crafted several gameplay systems to balance game matches, weapon drops, and AI behavior to achieve emergent gameplay for matches.
- Implemented scripted game modification options to tweak game modes to provide unique match experiences to the local players.
- Scripted custom classes and systems to add SFX, VFX, controller haptic responses, and animations to all controllers to reduce development time by 15%.

Dungeon Divers | Team of 6 | Gameplay Programmer

2023, Unity Engine

- Collaborated with the team to design a modular enemy spawning system to iterate and test game balance and difficulty tuning.
- Scripted a procedural floor system that generates new levels and breakable crates for players with a simple button press.
- Implemented the Unity Nav Mesh and implemented bullet types/movement archetypes for enemy AI behavior.
- Scripted a quick tutorial event to give players a dynamic training experience on the game controls.

NOTABLE AWARDS

Patties! Around The World VR - Won "Best AR/VR Game" at 2021 Quinnipiac Game Design and Development Showcase

AR Calorie Counter - Presented at 2020 Techstars Start-Up Week at Sacred Heart University

EDUCATION

Quinnipiac University, Hamden, CT - BA in Game Design and Development

GameDev.tv Course - Unreal Engine 4 Blueprint Game Developer Online Course Completion Certification