

Kenechukwu Umelo | Game Designer

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A creatively tenacious technical game designer who enjoys experimentation across design and engineering to create cutting edge experiences and fun for others to enjoy.

SKILLS:

LANGUAGES/SCRIPTING: C# (**Proficient**), C++ (**Basic**), HTML, Unreal Blueprints

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

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

DESIGN: Technical Design, Systems Design, AI Design, Rapid Prototyping, Game Analysis and Technical Documentation

PROFESSIONAL EXPERIENCE:

King Crow Studios, Remote | Programmer II

Mar 2022 - Dec 2023

S.T.E.P. XR Training System

- Ownership in designing, prototyping, and iterating the weapons training mode allowing players to customize their training experience.
- Whiteboxed 3-level layouts utilizing the HurricaneVR assets for the weapons training mode for designers to iterate upon.
- Created a new module training simulation using the existing in-house system and tools to train employees on warehouse fire awareness.
- Designed a high-fidelity office room using URP (**Universal Render Pipeline**) and filled with fire-accelerant game objects to be effective during the fire safety training simulation.

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.
- Contributed towards implementing core gameplay mechanics and network gameplay features with the collaboration of programmers.
- Communicated several ideas in design sessions to craft debug and editor tools to improve new feature testing time.
- Designed game systems from the ground up for NPC creation and implementation, reducing development time for stationary NPCs by 120%.

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

Aug 2021 - Feb 2022

Healthy Holidays

- Spearheaded the 5-week development production and communicated with the lead artist to establish needs and deadlines within the time frame given.
- Establish the core gameplay loop for the project early in development by implementing a sequencing system for the orbs.
- Scripted an orb class to allow the lead artist to implement audio, SFX, VFX, and animations without touching scripts in Visual Studio.
- Optimized the game to be playable on any mobile device by implementing touchscreen controls, HTML scripting, and reducing graphic settings.

PERSONAL PROJECTS:

Uncharted Picklock Minigame Prototype | Solo Project

2024, Unreal Engine 4

- Designed a pick-lock mini-game mechanic inspired by Chloe's pick-locking encounters from **Uncharted: The Lost Legacy** in 1 week.
- Blueprinted several pick-locking mechanics including rotating pick handle, angle target detection, and minigame completion check.
- Used elements of game feel and vector math to give players hints of succession when rotating the pick handle toward the targeted angle of the lock.

Chaos Bumper | Solo Project

2024 - current, Unity Engine

- Rapid prototyped movement, shooting, and controller abilities within 2 days of development to establish the core game loop early.
- Crafted several gameplay systems to balance players, game matches, 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 | Game Programmer

2023, Unity Engine

- Collaborated with the team to design a modular enemy spawning system to iterate game balance and difficulty tuning pre-level.
- Scripted a procedural floor system that generates new levels and breakable crates for players with a simple button press.
- Implemented five bullet types and three movement archetypes for enemy AI, creating compelling and engaging encounters with players.
- 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

EDUCATION

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

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