

Keagon King

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PROFESSIONAL SUMMARY

Gameplay and AI System focused developer with experience creating character behaviors, state-driven logic, and gameplay systems in C++ and C#. Comfortable collaborating closely with designers and animators to prototype, iterate, and refine character behaviors, reactivity, and systemic interactions. Experienced in debugging and optimizing gameplay and AI systems, with a passion for building engaging, intuitive, and fun gameplay systems.

SKILLS

- **Programming Languages:** C++ , C#
- **Version Control:** GitHub, Perforce
- **Game Engines:** Unity, Unreal Engine 5
- AI Behaviors and State Logic
- Gameplay Systems & Mechanics
- Cross-discipline collaboration
- Problem Solving

EXPERIENCE

Game Engineer- AI Warehouse, Remote

02/25 - 11/25

- Engineered and implemented Machine Learning training environments in Unity, including rules, game logic, AI behaviors, and environmental design across four video projects.
- Collaborated with company owner and three developers to engineer compelling gameplay mechanics and create engaging and informative video content.
- Directed and animated four sponsor segments, partnered with producers to ensure aesthetic consistency while pushing visuals forward, and collected video footage used in final videos.

EDUCATION

Bachelor of Science in Game Development (B.S.)- Full Sail University, Winter Park, FL

March 2026

- Partnered with two fellow developers on a student project: *Sweet Treat Factory*. Handed implementation of core gameplay, save state functionality, and local multiplayer.

PROJECT LIST

Everslide

06/25 - 11/25

- Designed and developed baseline gameplay mechanics of sliding puzzle, procedural generation algorithm, daily puzzles and speedrun mode.
- Utilized data from three rounds of playtesting feedback to optimize performance, iterate on existing features, and ensure a fair difficulty curve.
- Released commercially on Steam platform, integrating Steam Achievements, incorporating submitted player feedback, and post-launch fixes across two major patches.