

# Khenan Keshawn Newton

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A research-minded gameplay engineer with 5 years experience maintaining quality code while leading other gameplay engineers. Impressed over 20,000 players with 2 released titles on Steam. A proficient VR-trained team builder, artist, communicator, and collaborator with 8 years experience communicating with artists to solve visual design problems.

## Junior Gameplay Engineer

### CORE SKILLS

Unity, C#, C++, Unreal Engine, SQL, HLSL, HTML/CSS, 3D Math, .NET, Multiplayer, Multithreading, CI/CD, GitHub, Git, Gameplay Optimization, Visual Optimization, UI Programming, Agile Development, Maintain Quality Code, Team Building, Collaboration Skills, Communication, Code Research, Game Engines, Working In A Fast-Paced Environment

### WORK EXPERIENCE

#### **Gameplay Engineer / JumpButton Studio, Philadelphia, PA** **June, 2024 - July, 2024**

- Developed A\* pathfinding-based mechanics for 2 unannounced project prototypes in a fast-paced environment.
- Collaborated with a team of 7 including game designers, testers, programmers, and a producer to meet project requirements in a timely manner.
- Fixed critical bugs with extensive use of the Debugger.

#### **Gameplay Engineer / Okron Studio, Philadelphia, PA** **November, 2022 - May, 2024**

- Leveraged C# in the Unity game engine to navigate multithreading best practices for efficient unit pathfinding on a world map.
- Introduced a Unity localization tool that used Regex to rewrite C# scripts with appropriate localization statements, accelerating the string localization process by more than 400% and improving code quality.
- Employed 3D math in Unity for flying game objects which became a core pillar in player immersion and market notability, increasing player retention in a live-ops environment by 50%.
- Researched gameplay optimization techniques that improved Space performance by over 50%.

#### **Gameplay Engineer / Plot Armor Studios, Glenside, PA** **March, 2022 - November, 2022**

- Built a team of 15 artists, computer scientists, and designers to ship an independent Unity title on a slim timeline resulting in a fully playable game that reached small influencers and got more than 2000 downloads.
- Engineered a custom controller that used 3D math to create cube tumbling movement control.
- Designed a technical pipeline for interfacing 3D Environment objects with various game interactions, laying the foundation for all game obstacle interaction and traversal.

### PROJECTS

#### **World Warfare & Economics (PC)**

4X Grand Strategy game released in early access on Steam in 2023. Pioneered large-scale unit management optimization, localization, and gameplay management systems.

#### **Third Power (PC)**

Stealth-puzzle platformer with event-driven adaptive UI and camera-driven vector cross algorithm for cube tumble mechanics.

#### **FLO (PC)**

Action RPG with extendable Combo Customization, Physics-based Knock Back, skill system, and inventory.

## **EDUCATION**

**Montgomery County Community College**

*2019 - Present*

*Associate of Computer Science*

GPA 3.2

**48 of 61 Credits**

## **CERTIFICATIONS**

**Unity Certified Professional: Programmer**

March, 2022

*Unity Technologies*

3D Math, Maintain Quality Code,

VR Optimization, VR User Experience

## **VOLUNTEERING**

**Director of Events**

*Philly Game Mechanics*

January, 2023 - Present

## **LANGUAGES**

English (Native)

French (B2)

## **INTERESTS**

**Rollerblading**

**Frisbee**

**Role Playing Games**

**Anime**

**ESports**

**Renaissance Faires**

## **REFERENCES**

**Daniel Ostermiller | JumpButton Studios**

daniel@jumpbuttonstudio.com

**Netanel Torbiner | Okron Studios**

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