

Khenan Newton

Gameplay Engineer

[Portfolio](#) [LinkedIn](#) [Itch.io](#) [GitHub](#)

RELEASED GAMES AND APPS

Third Power (PC) - [Steam Page](#)

Stealth-puzzle platformer with event-driven adaptive UI and camera-driven cube tumble mechanics.

City of Murals (PC) - [Steam Page](#)

A 3D action platformer with persisting inventory, item shop, flying mechanics and flying obstacle avoiding AI.

Starr Baller (Mobile) - [Google Play](#)

Tap-to-play app game using Rigidbody physics, dynamic screen scaling, and decoupled event-driven architecture.

FLO (PC) - [Web Page](#)

Action RPG with extendable Combo Stance Switching player controller, Physics-based Knock Back, skill system, and inventory.

Inventory Manager (Mobile) - [Web Page](#)

UI-powered inventory database used to make it easier to locate ice cream flavors in an ice cream parlor with 5 freezers and 50 flavors..

Cell Shocked (PC) - [Web Page](#)

TPS built with a team of 11 through GitHub. Very robust algorithms syncing UI with game events.

EXPERIENCE

[Plot Armor Studios, Glenside, PA](#) - *Gameplay Engineer (Full Time, Remote)*

March, 2022 - Current

Project: Third Power - [Steam Page](#)

- Lead a team of 15 artists, engineers, and designers to ship an independent title on a slim timeline.
- Engineered a custom controller that used cross and dot products to influence player movement.
- Designed a technical pipeline for interfacing 3D Environment objects with various game interactions.
- Tested and revamped game mechanics through a multi-stage quality assurance pipeline.

[Brotherly LLC, Philadelphia, PA](#) - *Gameplay Engineer Intern (Part Time, Remote)*

January, 2022 - September 2022

Project: City of Murals - [Steam Page](#)

- Collaborated on a team of 5 artists, engineers, and designers to create and implement scalable features.
- Built obstacle avoidance AI for flying enemies in C#.
- Debugged and renewed C# scripts that tightened player and ship controls.
- Completed tasks as delegated using a Sprint format.

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CERTIFICATIONS

Unity Certified Professional: Programmer

Unity Technologies

Issued March 2022

VR Specifications

VR Optimization

Optimizing Performance

Develop Application Systems

Programming Core Interactions

SKILLS

Unity

C#

Combat Mechanics

Unity Animator

User Interfaces (uGUI)

Shipping Games

Debugging live Steam games

Indie Studio Team Leadership

Profiler

Frame Debugger

Agile Development

Multiplayer/Network Development

Photon Engine

Android Development

Desktop Development

Asset Management

GitHub

Git

Troubleshooting/Debugging

Plot Armor Studios, Glenside, PA - Operation Tools Engineer (Part Time, On-Site)

January 2021 - February 2022

Project: Dreams Inventory Manager (Mobile) - [Web Page](#)

- Leveraged C# to develop a tool that allowed team members to access and organize in-house inventory items utilizing UI widgets.
- Tied data with UI elements that tracked inventory information dynamically in real time.
- Implement a save and load system using JSON files so that the app saves and loads changes at optimal intervals.
- Used data to move, search, and locate other collections of data.
- Test and optimize through numerous builds and playtesting.
- Communicate with a team of 6 to test user experience for practicality of the app use cases.