

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.

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..

EXPERIENCE

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

January 25th, 2022 - Current

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

- Use Unity with C# to design obstacle avoidance AI for flying enemies.
- Debug and renew C# scripts that tightened player and ship controls.
- Collaborate with a team of 5 using Turtoise HG with Mercurial.
- Complete tasks as delegated using a Sprint format.

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

January 2021 - February 2022

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

- Architect a tool using C# that team members could use to organize in-house inventory items using UI widgets.
- Tied data together with UI elements that tracked groups of information dynamically.
- 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 the Unity application through numerous builds and playtesting.
- Communicate with a team of 6 to test and troubleshoot for practicality of the app use cases.

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EDUCATION

Montgomery County Community College, Blue Bell, PA - *Computer Science (AS)*

2017-2019, 2022-2023

39 Credit Hours Completed.

CERTIFICATIONS

Unity Certified Professional: Programmer

Unity Technologies

Issued March 2022

Optimizing Performance

Develop Application Systems

Programming Core Interactions

SKILLS

Unity

C#

Combat Mechanics

Animator/Animations

User Interfaces (uGUI)

Profiler

Frame Debugger

Agile Development

Multiplayer/Network Development

Photon Engine

Android Development

Desktop Development

Asset Management

GitHub

Git

Troubleshooting/Debugging