

Khenan Keshawn Newton

Gameplay Engineer

[Portfolio](#) [LinkedIn](#) [GitHub](#)

RELEASED GAMES AND APPS

World Warfare & Economics (PC) - [Steam Page](#)

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) - [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 Customization, Physics-based Knock Back, skill system, and inventory.

EXPERIENCE

[Okron Studio](#), Philadelphia, PA - *Gameplay Engineer (Full Time, On-Site)*

November 2022 - Current

Project: *World Warfare & Economics (PC)* - [Steam Page](#)

- Leveraged C# to navigate multithreading best practices for efficient unit pathfinding on a world map.
- Introduced a localization tool that rewrote C# scripts with appropriate localization statements, accelerating the string localization process by more than 400%.
- Employed 3D vector math & quaternion math for flying game objects which became a core pillar in player immersion and market notability, Increasing player retention in a live-ops environment.
- Optimized Space gameplay systems that improved Space performance by over 50%.

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

March, 2022 - November, 2022

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

- Led a team of 15 artists, engineers, and designers to ship an independent 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 cross and dot products to influence player movement.
- Designed a technical pipeline for interfacing 3D Environment objects with various game interactions, laying the foundation for all game obstacle interaction and traversal.

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

January, 2022 - September 2022

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

- Revamped 3D ship controls that massively improved ship control responsiveness.
- Pioneered obstacle avoidance AI for flying enemies in C#, laying the bedrock of other core features such as obstacle courses.
- Introduced Agile format to the work process, increasing team coordination and progress tracking by 30%.

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CERTIFICATIONS

Unity Certified Professional: Programmer

Unity Technologies

Issued March 2022

Optimizing Performance

Develop Application Systems

Programming Core

Interactions

SKILLS

Unity

C#

Combat Mechanics

Multithreading

Gameplay Optimization

Visual Optimization

Unity Mecanim

UI Programming

Agile Development

Multiplayer/Network

Development

Photon Engine

Android Development

Desktop Development

Asset Management

GitHub

Git

