

KEVIN HENG

GAMEPLAY PROGRAMMER

PERSONAL PROFILE

Gameplay Programmer with experience in AAA game development and independent projects. Passionate about creating immersive gaming experiences through efficient code and innovative design. Skilled in C++, Python, and game engines like Unity 3D and Unreal Engine 4.

WORK EXPERIENCE

Junior Gameplay Programmer

Ubisoft | May 2022 - Nov 2024

- Owned technical features for the Infamy (Progression & Economy) system in Skull and Bones.
- Led development of tools and abilities features in the 3Cs team for an unannounced project.
- Created debug tools to streamline data management and improve efficiency for developers.
- Collaborated closely with designers to optimize player experience and meet technical standards.

Engineering Intern

Mighty Bear Games | May 2021 - Nov 2021

- Contributed to the development of Disney Melee Mania as a core member of the Engineering team.
- Developed and implemented automated testing scripts, improving testing efficiency and ensuring feature stability.
- Partnered with UI artists to design and integrate key user interface elements, enhancing the player experience.
- Identified and resolved bugs, troubleshooting critical issues to maintain seamless gameplay functionality.
- Gained practical experience in agile development, cross-functional collaboration, and mobile game optimization.


EDUCATIONAL HISTORY

Digipen Institute of Technology, Singapore

Bachelor of Science in Computer Science and Game Design | Aug 2018 - Present | GPA : 3.3/4.0

- Studied advanced C++, game design principles, and custom engine development.
- Designed and developed multiple full games like a physics-based multiplayer puzzle game and a 3D colony management simulation game.
- Gained hands-on experience in intradisciplinary collaborative development and solving complex programming challenges such as developing a fully custom game engine from scratch.

CONTACT ME AT

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SKILLS SUMMARY


- C++
- C
- C#
- Python
- Javascript
- Unreal Engine 4
- Unity 3D
- Machine Learning
- Mobile App Development

AREAS OF SPECIALTY

 3Cs - Combat, Controls and Camera

 UI Programming

 Audio Engineering

 Automated Testing

 Debug tools creation for developers