

# 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 - Aug 2022 | 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 developrs