





# Khelben Leonard

## Gameplay Programmer

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### PROFESSIONAL SUMMARY

To create memorable experiences for serious and casual gamers by leveraging my ability to work in a fast-paced environment with speed and accuracy, along with my coursework and hands-on development experience. As a game developer and programmer with 4+ years of experience, I am committed to maintaining cutting-edge technical skills and up-to-date industry knowledge.

### EDUCATION

**Bachelor of Applied Science: Sept 2021 - Dec 2023**

**Digital Animation and Game Design**

*Ferris State University – Big Rapids, MI*

- Cum Laude
- Five Dean's List Awards
- Tutored Programming 1 & 2, Level Design, UI/UX courses

**Associates in Science and Arts: Sept 2017 - May 2020**

**Interactive Media and Game Design**

*Muskegon Community College – Muskegon, MI*

- Published Author in the Muskegon Community College River Voice

### PROFESSIONAL EXPERIENCE

**John Ball Zoo – Data Analyst – Grand Rapids, MI**

**Mar. 2024 – Current**

- Streamlined information regarding sponsors and auction items, through the use of Microsoft Excel, Word, and Teams, to ensure information was both concise and accessible for the team.
- Provided IT services, including handling outgoing sponsor requests and website maintenance to maintain up-to-date information and easy accessibility for both sponsors and consumers.
- Secured sponsor donations by reaching out to Donors and verifying their information to make for smooth donations and information sharing throughout the team.

**Knick Knack Games – Gameplay Programmer – Grand Rapids, MI**

**May 2023 – Current**

- Used Blueprints to create multiple objects the player can interact with to progress through the level (Levers, Pressure Plates, Random number generators)
- Produced Blueprints of obstacles to present challenges for players (Timed doors, Jumping puzzles, Quest Markers/Goals)
- Created Blackboards to add different AI enemies/allies for the players to interact with
- Wrote and monitored documentation in Jira/Confluence to explain edits and additions that were added to the project which were then discussed in weekly scrum meetings.
- Learned how to utilize and maintain Perforce to continue adding and updating projects

**ACEMCO Incorporated – Engineering & Quality Intern – Spring Lake, MI**

**Sept. 2016 – Mar. 2023**

- Assisted Engineering leads with Solidworks and AutoCAD prototypes that gained customer approval
- Assisted Estimating and Quality teams to make sure that our products were up to company standards and customer satisfaction
- 3+ years experience using a 3D laser scanner and training other employees on how to operate it
- Self-taught different programs and equipment to achieve a successful outcome for my team

### ADDITIONAL SKILLS

- C++
- Unreal Engine
- Jira/Confluence
- Scrum
- Perforce
- GitHub
- Problem Solving
- Visual Studio
- Team/Project Lead
- Collaborative
- Java/HTML
- Unity / C#