

# Khelben Leonard

Technical Designer

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## Professional Summary

Experienced Technical Designer with a strong technical background in **C++**, **Unreal Engine 4/5**, and **Blueprint scripting**. Skilled at designing responsive **combat systems**, **player interactions**, **AI behaviors**, and **dynamic gameplay encounters** for both FPS and third-person action games. Proven ability to rapidly prototype and change based on feedback in **collaborative**, cross-disciplinary environments. Passionate about delivering tightly integrated combat experiences through polished, systems-driven design.

## Skills

- **Programming Languages:** C++, **Blueprint Scripting**
- **Game Development:** Player Customization, Animation Integration, **AI Behaviors**, Procedural Generation, Level Design, Unreal Engine Networking, **Gameplay Ability System (GAS)**
- **Prototyping & Optimization:** Rapid prototyping, debugging, and performance optimization for maintainable systems
- **Collaboration:** Strong communication skills with experience in cross-discipline teamwork; familiarity with SCRUM and Agile methodologies
- **Tools & Software:** Visual Studio, **Unreal Engine 4/5**, Perforce, Git, Jira, Confluence
- **Combat & Gameplay Design:** Encounter design, melee/ranged systems, AI combat behavior, traversal mechanics,

## Certifications

- **Unreal Engine 5 C++: Multiplayer Course**  
*GameDev.tv, 2024*
- **Unreal Engine 5 C++: Fundamentals Course**  
*GameDev.tv, 2024*
- **Unreal Engine 5 Blueprint: FPS Training**  
*GameDev.tv, 2024*
- **Unreal Engine 5 C++: Developer Course**  
*GameDev.tv, 2023*

## Experience

### Gameplay Programmer | Knick Knack Games

*Grand Rapids, MI – May 2023 – Present*

- Designed and implemented **core gameplay systems**, including **player interactions**, **dynamic combat mechanics**, and **responsive AI behaviors**.
- Optimized existing game systems to improve **performance and maintainability**.
- Collaborated closely with artists and animators to **integrate customization elements and animation-driven interactions**.
- Debugged and resolved critical **gameplay and UI-related issues** to enhance player experience.
- Developed **modular, reusable Blueprint components** to support scalable game content.
- Developed reusable, modular **Blueprint components** to streamline future implementation of mechanics and systems.

## Engineering & Quality Intern | ACEMCO Incorporated

*Spring Lake, MI – Sept. 2016 – Mar. 2023*

- Led **process improvement initiatives**, identifying inefficiencies and implementing solutions to enhance workflow performance.
- Developed **analytical and problem-solving skills** while optimizing technical processes.
- Trained staff on **equipment usage and operational workflows**, ensuring consistency and adherence to standards.

## Projects

### Frontiers of Collapse

*Role: Lead Gameplay Programmer*

- Designed and implemented a **class system** featuring **five unique archetypes**, each with distinct stats and abilities.
- Developed a **comprehensive weapon system** and integrated **multiplayer functionality** for **1-6 player PvE** and **32-player PvP**.
- Created **AI systems with unique close- and ranged-combat behaviors** to enrich gameplay depth.

### RAD-Venture

*Role: Gameplay Programmer/Technical Designer*

- Built **interactive combat systems** and **AI behaviors** to enhance player engagement.
- Built player interaction systems and environmental mechanics for narrative driven gameplay.
- Integrated save/load functionality and traversal flow elements to support user retention and pacing.

## Education

### Bachelor of Applied Science in Digital Animation and Game Design

*Ferris State University, Big Rapids, MI*

- Graduated Cum Laude, Five Dean's List Awards
- **Relevant Coursework:** Game Design, Level Design, AI Programming
- **Tutored:** Programming, Level Design, UI/UX

### Associates in Science and Arts in Interactive Media and Game Design

*Muskegon Community College, Muskegon, MI*

- **Published Author** in the Muskegon Community College River Voice