# Khelben Leonard

**Technical Designer**

(231) 557-6306

www.KhelbenLeonard.com

LeonardKhelben@gmail.com

[www.linkedin.com/in/khelben-leonard](www.linkedin.com/in/khelben-leonard)

## Professional Summary

Experienced Technical Designer with a strong technical background in **C++, Unreal Engine 4/5, and Blueprint scripting**. Adept at **designing and implementing complex game systems**, collaborating with multidisciplinary teams, and optimizing gameplay mechanics for **FPS and third-person action games**. Passionate about creating **engaging, polished, and technically sound gaming experiences**.

## Skills

- **Programming Languages: C++**, **Unreal Engine 4/5**, **Blueprint Scripting**
- **Game Development:** Gameplay systems, player customization, animation integration, AI behaviors, real-time interactions, 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
- **Problem-Solving:** Analytical mindset, troubleshooting, and creative problem-solving for scalable solutions

## 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*

- Architected and implemented **core gameplay systems**, including **player interactions, dynamic combat mechanics, and responsive AI behaviors**.
- Optimized and refactored existing game systems to improve **performance, extensibility, 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.
- Developed **intuitive save/load mechanics** and **interactive environmental systems** for a seamless user experience.

# 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