

Kelton Weigelt Game Designer and Programmer

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SKILLS

Project Management

Agile Development and Scrum

3D-2D Level Design

Quest Design

Combat Design

Gameplay Programming

AI Programming

Physics Programming

UI Design

Sound Design

System and Game Development in C#, C++. Java, Lua, HTML, Progress

SOFTWARE

Unity

Unreal Engine

Hammer/Source

Visual Studio

Git

Wordpress

Photoshop

Blender

Audacity

STUDENT PROJECTS

Gunk (2D Platformer)- Student Project

September 2019

Lead Developer: Wrote a state based 2D player controller that uses raycasts for collision.

Developed custom physics for abilities like the grappling hook (using verlet integration) and walking on walls (using relative gravity). Integrated plugins like ReWired for controller support and Cinemachine for advanced camera controller to speed up development timeline. Created prototype levels and showed artists how to implement their art assets in the final levels.

Worked with team members to create a project plan, managed project backlog, and managed sprint goals. Created a game design which included levels, story events, and defined sequence for the introduction of new abilities. Designed and implemented voice lines and sound effects. Created storyboard for game trailer and coordinated production with outsourced resources.

Shaman Saga (Cooperative Dungeoncrawler) - Student Project

March 2019

Project Manager, Lead Developer, Lead Game Designer: Worked on all aspects of the game from creating the first prototype to presenting the final product at the annual MD.H Game Convention in Munich. Managed a team of 14 to deliver a polished game. Created a project plan coordinated between project leads. Established a game development pipeline. Wrote all code (except for the main menu) including, player logic, enemy logic, and game logic. Used animation masking and blending features C#. Created a game AI to support easy addition of new attacks and behaviors like dodging.

Cards and Kidneys (Android Card Game) - Student Project September 2018
Project Manager, Lead Game Designer, Lead Developer: Managing project plan, meetings, and project tasks like deadlines. Created the original paper prototype. As a solo developer, wrote all logic for the game and implemented all art assets as well as recorded all voice lines and sound effects.

Life of Kelton - (Top down Simulation/Adventure Game) ongoing
Solo Developer: Created a complex day night cycle where NPCs have daily schedules and a custom unity editor to modify them. Designed 'look and feel' with unique 2D shadows and developed the art pipeline. Created and designed the GUI and UI create VFX by modifying a pixel dispersion shader and add combining particle effects.

ACHIEVEMENTS

Steam Release of Gunk 2D in **September 2019**
Presenter Annual MD.H Game Convention in Munich

EDUCATION

Bachelor of Science Game Design Expected Completion 03/2021
MD.H Media Design University Berlin
Current GPA: 2.1 (equivalent to A-)
Courses include: Game engines (Unity, Unreal), 3D Modeling, Programming, Game AI, and Game Physics, UI Design, Game Design, Animation, Level Design

Bachelor of Science in Business Information Systems (Canceled) 01/10/2014 - 01/08/2016
University of Business and Law(HWR)
Courses include: Database Management, SQL, Business Law, Bookkeeping

WORK EXPERIENCE

H&H Data Processing and Consulting 01/10/2014 - 01/08/2016
Responsibilities included: Progress 4GL, SQL, Customer support, creating developer tools, deploying hotfixes and bug patches.

LANGUAGES

English Native
German Full Professional Proficiency

INTERESTS

Competitive gaming, Modding, Streaming, Movies, Guitar