

Kelton Weigelt

Programmer and Game Designer

"We all make choices, but in the end our choices make us." — Andrew Ryan

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📍 Berlin, Deutschland

📁 Portfolio keltonweigelt.com

SKILLS

- System and Game Development(C#, C++)
- Gameplay Programming
- AI Programming
- Physics Programming
- Multiplayer Programming
- Agile Development and Scrum
- Project Management
- 3D Level Design
- Quest Design

SOFTWARE

Unity	● ● ● ● ●	Unreal Engine	● ● ● ● ●
Hammer/Source	● ● ● ● ○	Visual Studio	● ● ● ● ●
Git	● ● ● ● ○	Wordpress	● ● ● ○ ○
Photoshop	● ● ○ ○ ○	Jira & Confluence	● ● ● ○ ○
Blender	● ● ○ ○ ○	Audacity	● ● ● ○ ○

CODING

C#	● ● ● ● ●	C++	● ● ● ● ●
Java	● ● ○ ○ ○	Lua	● ● ○ ○ ○
HTML	● ● ○ ○ ○	Progress 4GL	● ● ● ● ○
SQL	● ● ○ ○ ○		

WORK EXPERIENCE

Lead Technical Director/Game Designer - Ad Infinitum(Release 14 Sept 2023) Hekate GmbH

09/2021 - Present

Horror Game Company

Germany

Achievements/Tasks

- Core system programming and pipeline design. Inventory system, Cutscene system, Dialogue systems, Audio systems, AI systems etc.
- Level design and gameplay mechanics design and implmentation.
- Team Management - Coordination between GD and Code and Porting teams.

Contact : Lukas Deuschel (CEO) - lukas@hekate.games>

WORK EXPERIENCE

Escape Room (FPS) Horror Game Collaboration/Internship

The Room Berlin

04/2020 - 10/2020

Berlin

Berlin's #1 escape room company(TripAdvisor), Ranked (Ranked 11th in world in 2019 in TopEscapeRoomProject.com)

Tasks

- Pitched Horror Project to escape room collabe sucessfully and created team and cordinated effort with students as Project Manager (7 team members)
- Solo Programmer (C++ and blueprint): Custom Physics Joints, Player Controller, Utililty AI, Custom Splinebased Pathfollowing for animals
- Lead game and story design

Contact : Chris Latner(CEO) - <https://the-room-berlin.com/>

Junior Programmer

HH - Data Processing and Consulting

10/2014 - 08/2016

Berlin

Tasks

- Progress 4GL / SQL
- QA
- Deploying hotfixes and bug patches
- Customer support

PROJECTS(PERSONAL) - VIDEOS AT KELTONWEIGELT.COM

Overgeared - Student Project Lead Developer (RTS) (05/2019 - 10/2019)

- Full authoritative networking in C++.
- Custom pathfinding for trains.
- Dynamic spherical grid building system.

Gunk - Lead Developer - Student Project (09/2019)

- Released game on steam.
- Wrote a state based 2D player controller that uses raycasts for collision.
- Coded custom physics for abilities.
- Created a project plan, managed project backlog, and managed sprint goals.

Shaman Saga - Project Manager, Lead Developer, Game Designer - Student Project (03/2019)

- Wrote all code including, player controller, enemy AI, and gameplay systems.
- Managed a team of 17 - Created a project plan and coordinated between project leads.
- Established a game development pipeline.
- Created a weight based Enemy AI similar to dark souls and designer tools to control behavior.

Cards and Kidneys - Project Manager, Solo Developer, Solo designer - Student Project (09/2018)

- Pvp Card battle que systems.
- Managed project plan, meetings, and project tasks like deadlines.
- Created the original paper prototype and GD.

EDUCATION

MD.H Media Design University

Bachelor of Science Game Design - Specialization in programming, Grade Average (German 1.9) (A-) Grade Average Programming Specialization (German 1.0) (A)

10/2017 - 03/2021

Berlin

Courses

- Game engines (Unity, Unreal)
- Programming: AI, Physics, Graphics, Gameplay
- Game design
- Level design
- 3D modeling
- UI design
- Animation

EDUCATION

University for Economy and Law (HWR)

Bachelor of Science in Business Information Systems - canceled

10/2014 - 08/2016

Berlin

Courses

- Commercial Law
- SQL
- Database Management
- Bookkeeping

LANGUAGES

English
Native

German
Full Professional Proficiency