Keon Fryson

Game Programmer & QA
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EDUCATION

Bachelor of Science in Game Development (B.S.) September 2025
Full Sail University, Winter Park, FL

SKILLS

- Unreal Engine
- GitHub
- Typing Speed & Accuracy
- Strong Communication
- Time Management
- Active Listening
- Debugging
- GitHub/Git
- PerForce
- Teamwork
- Customer Service
- Work Ethic & Reliability
- C++/C#
- Game Programming
- Unity
- Problem-solving
- Adaptability
- Persuasion & Negotiation

EXPERIENCE

Community Game Tester November 2025 - Present
Global Beta Test Network- Remote

- Stress-testing multiplayer servers and online features.
- Evaluating games for user experience (UX), gameplay feel, and balance.
- Identifying and clearly reporting bugs, glitches, and other technical issues.
- Providing detailed, constructive feedback through surveys and written reports.

ACADEMIC EXPERIENCE

SHADOW SENTINEL June 2025 - July 2025
Unity (Student Assignment)- Florence, SC

- Implemented a sound detection stealth system, allowing enemies to react to player-generated noises.
- Developed multiple enemy types with unique behaviors, including coward NPCs and patrolling guards.
- Created advanced enemy AI with state-driven behaviors such as patrolling, chasing, and fleeing.
- Designed and animated enemy characters, integrating smooth transitions between idle, patrol, and alert states.
- Built modular systems for remaking and customizing enemy logic and animations.

BAREBONE SHOOTER May 2025 - June 2025
Bare-Bones Shooter - Unreal Engine 5 (Student Assignment)- Florence, SC

- Developed a basic first-person shooter using Unreal Engine 5, focusing on core gameplay systems including shooting mechanics, basic enemy AI, and player controls.
- Utilized Blueprints for rapid iteration and debugging, with scalable architecture for future features health and pickups.
- Managed assets and source control using GitHub (GitHub Repo).

RASTERSURFACE October 2024 - October 2024
Raster-surface 3D Renderer - C++ (Student Assignment)- Florence, SC

- Complied a custom raster-surface class to render and light a 3D model from scratch in C++.
- Implemented vertex transformations, depth buffering, and per-pixel lighting leveraging matrix math and vector operations.
- Emphasized low-level rendering fundamentals, building a strong understanding of graphics pipelines.
- Managed assets and source control using GitHub.