

Kham-Shem Toure

Gameplay Engineer

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Summary

Creative and driven game programmer, looking to create unique and memorable player experiences utilizing my skills in programming.

Skills

Software: Unity, Unreal Engine 4, Visual Studio, Autodesk Maya, Adobe Photoshop
Programming: C#, C++, Unreal Blueprints, Python

Project Experience

Golden Gloves VR (Engine Room VR) / Game Developer 2022

- Adapted the rules of boxing to game systems
- Designed and revised user interfaces
- Tracked down and resolved bugs in gameplay

A Thousand Bullets (Game Jam)/ Solo Developer Fall 2021

- Managed time between programming and art/music asset development
- Developed custom inspectors to assist in enemy attack pattern design
- Met tight deadlines despite challenges

Safe Harbor (Game Jam)/ Engineer Winter 2021

- Rapidly iterated during a tight deadline.
- Gave accurate estimates for time to complete tasks.

Disco Rumble (Game Jam)/ Engineer Fall 2020

- Designed and prototyped all gameplay systems.
- Created player and enemy state machines.
- Guided art production to maintain schedule.

Harmageddon (School Project)/ Engineer Summer 2020

- Prototyped and iterated on weapon mechanics to assist in creating a pre-alpha build.
- Collaborated with a team of engineers.

The Flight Home (School Project)/ Lead Engineer Fall 2019

- Prototyped and iterated on core gameplay mechanics.
 - Maintained code standards.
 - Utilize problem solving skills to address issues brought up in playtests.
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Education

Cogswell University of Silicon Valley / Bachelor of Science in Game Design
Engineering
Graduated August 2020, San Jose, CA