

Alyssa Knez

Gameplay Engineer

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SKILLS & OTHER

Skills: AI Programming, Unity Behavior Trees, UI Implementation, Gameplay System Design, Game Physics, Object-Oriented Programming

Tools: Visual Studio, GitHub, C, C#, Java, Python, HTML, Adobe Creative Suite, Clip Studio Paint, SKSE, Creation Kit, Papyrus

WORK EXPERIENCE

Dreamstatic Games, Mechanisoul – Gameplay Engineer August 2025 – December 2025

- Designed and implemented a phase-based boss enemy AI using the Unity Behavior Graph (com.unity.behavior) in a multi-disciplinary team
- Designed a custom weighted Behavior Graph composite node to select attacks based on player distance, combat context, and weighted randomness
- Implemented a Blackboard-driven AI state management to coordinate decision-making across systems
- Developed a one-time resurrection system that spawns minions, synchronizes animation states, and safely re-enters combat flow without breaking AI state

Rabbit Run Studios, Hats Off - Lead Gameplay Engineer March 2025 – April 2025

- Led a team of three programmers to build core gameplay systems
- Developed responsive player controller and implemented multiple power-up mechanics
- Facilitated scrum planning and code reviews using GitHub

Starlight Studios, Starlight Mercenaries - UI Engineer and Designer March 2025 – April 2025

- Designed and implemented animated UI buttons using Adobe After Effects
- Created smooth transitions and interactive feedback using Unity's UI system
- Sole UI developer ensuring consistency across gameplay

EDUCATION

University of Central Florida, Bachelor of Arts, Digital Media

May 2026