

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

Sentinel Games, S.O.R.N – Gameplay Engineer

January 2026 – May 2026

- Collaborated with a multi-disciplinary team of 15 developers to design and implement enemy AI using Unreal Engine State Trees
- Collaborated with designers to implement tools that are needed to streamline the production process
- Developed and iterated on existing AI systems and extended them based off playtesting feedback
- Developed an accessibility menu using C++ which changes states in the game based on input from the player

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

University of Central Florida, Minor, Computing Opportunities for Degree Enhancement

May 2026