

# KEITH JANISH

Gameplay Programmer | Game Development B.S. Graduate | Game Design M.S. Student

keith.harry.janish@gmail.com • (352) 293-5581

linkedin.com/in/keith-janish-65557a300 • keithjanish.com

## PROFESSIONAL SUMMARY

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Game Development B.S. graduate and current Game Design M.S. student specializing in gameplay programming with Unreal Engine 5.4 (C++) and Unity (C#). Built AI combat systems, first-person weapons, player controls, inventory, UI, save/load systems, and procedural level generation. Seeking an internship or entry-level gameplay programming role.

## SKILLS

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**Programming:** C++, C#

**Game Engines:** Unreal Engine 5.4, Unity

**Gameplay and AI:** Weapon systems, enemy and friendly AI, wave-based encounters, first-person controls, gameplay interactions

**Systems and UI:** Inventory, save/load, procedural level generation, controller navigation, keyboard and mouse input

**Tools:** Visual Studio, GitHub, Perforce, Diversion, Microsoft Office

## EXPERIENCE

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### Firebase | Senior Programmer

August 2026 - Present

Unreal Engine 5.4 | C++ | Single-player first-person wave-defense game

- Developed an FPS set during the Tet Offensive, with progressively harder enemy waves and smaller attack groups.
- Implemented C++ enemy and friendly AI for RPG units, mortar crews, heavy machine guns, and tanks.
- Built M16A1 jamming and cleaning, M79 and M72 LAW weapon mechanics, and M18 directional mine placement and detonation.
- Integrated radio-targeted artillery and air support, helicopter resupply, nighttime illumination, and wave-end save/load functionality.
- Collaborated with artists and animators to integrate visual assets and character animations into gameplay.

## ACADEMIC EXPERIENCE

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### Capstone Project | Gameplay Programmer

July 2026

Full Sail University | Unity and C# | Academic team project

- Developed and tested first-person player controls, interactions, inventory behavior, and controller-friendly UI navigation.
- Implemented procedural room generation with starting areas, room connections, boss-room placement, and layout validation.
- Improved placement checks to prevent overlapping rooms and invalid connections; supported room expansion over time.
- Debugged save/load persistence for player progress, inventory, upgrades, and generated layouts; documented fixes for team testing.

## EDUCATION

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Full Sail University | Winter Park, FL

**Master of Science in Game Design (M.S.)**

July 2027

**Bachelor of Science in Game Development (B.S.)**

July 2026

## VOLUNTEER EXPERIENCE

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### Tribute to the Troops | Volunteer

2020 - 2024

Community events supporting veterans and their families

- Assisted with event setup, attendee coordination, guest support, and teardown during annual veteran-focused events.