

JARRID KAMPHENKEL

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## **SKILLS**

**Game Engine & Low-Level Systems:** Custom Engines | Unreal Engine | Unity | GLTF Pipelines | Rendering Optimization

**Languages & Frameworks:** C | C++ | C# | Python

**Data Pipelines:** Structured Asset Pipelines | Serialization | Runtime Data Flow | Toolchain Automation

## **EXPERIENCE**

### **OnceLost Games, Lead Engineer**

Oct 2022 – Current

- Led design and implementation of core gameplay systems including combat, interaction, spell-casting/crafting, supporting end-to-end gameplay loop development for a proprietary engine (Realm Engine)
- Architected and implemented major engine subsystems within Realm Engine, focusing on runtime performance
- Designed and optimized asset and data pipelines for GLTF/GLB ingestion, runtime data binding, and serialization, improving iteration speed
- Developed and maintained internal tooling and editor systems to support designer and engineer productivity, including workflow improvements for content authoring, debugging, and runtime validation.

### **Pocket Gems, Scene Scripter (Contract)**

Jan 2023 - Apr 2023

- Scripted interactive narrative scenes for *Hot in Hollywood* in Unity, delivering high-volume content under tight production schedules while maintaining consistency with design and narrative requirements
- Supported rapid content iteration cycles by aligning closely with design and production teams, contributing to many on-time milestone deliveries

### **Spellcast Studios, Gameplay Engineer**

November 2020 – March 2026

- Designed and implemented gameplay systems in Unity (C#), supporting core game mechanics and narrative-driven interaction systems.
- Defined and implemented an end-to-end narrative technology pipeline, bridging design intent with in-engine implementation for scalable story content production
- Built a custom node-based graph editor in Unity enabling narrative designers to author quests and dialogue visually, significantly improving content iteration speed and reducing engineering dependency for narrative iteration.

## **EDUCATION**

**Southern New Hampshire University**

**Bachelor of Science • Computer Science**