

Kellan Gehan

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Portfolio: kellangehan.com

Introduction

Driven Game Programming graduate skilled in Unity and C# with a portfolio featuring 5 completed projects. Proficient in gameplay mechanics, UI/UX implementation, and performance optimization. Seeking an entry-level position at an indie or AAA studio to build immersive, high-quality player experiences

Education

BS in Game Design, Fitchburg State University - Graduated: May 2026 Summa Cum Laude

GPA: 3.82 Dean's List 2023-2026

Technical Skills

Proficient In: Unity, C#

Familiar with: Unreal Engine 5, Visual Scripting, Blueprint, Ren'Py

Experience

Systems Engineer, UI/UX Lead | CaliGO! | Jan 2026 – Aug 2026

- Co-developed a Party / Casual Multiplayer game in Unity using C# within a team of 8 developers
- Systems Architecture: Engineered state-driven gameplay loops, managing player status, stamina drains, and dynamic QTE interactions
- Network Engineering: Refactored core legacy single-player mechanics to support smooth multiplayer replication and low-latency functionality
- UI/UX Architecture: Authored complete frontend menu flows and implemented a persistent PlayerPrefs settings framework with cross-platform controller navigation

Server | Brooksby Village | Peabody, Massachusetts | March 2020 - Jan 2023

- Operated POS Systems to ensure smooth operation
- Worked on a team as a server at catered events and restaurants across the senior living campus.