Walter Keiler

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Technical Skills

Engines: Unity, Unreal, Godot
Programming: C#, C++, C, HLSL, GLSL
Platforms: Oculus Rift, HTC Vive, Meta Quest 2 & 3, WebGL, Android, iOS, MacOS, Windows
Version Control: Plastic SCM, Perforce, Git

Professional Experience

Okoron Studio, Philadelphia, PA   August 2024 – July 2025
Gameplay & VFX Engineer
- Created and developed adaptive unit layout, spawning, and reinforcement systems for 100,000+ unit battle scenarios utilizing Unity DOTS and parallel processing
- Implemented core gameplay mechanics and VFX features from ideation to production, including scalable strategic maps with highlight and selection functionalities written in HLSL and Unity Shadergraph
- Designed and managed a system for unique city layout generation, including automated placement of buildings and walls to enhance gameplay variety by building custom editor tools
- Developed custom particle system to handle 1,000,000+ particles efficiently, utilizing compute shaders in HLSL and optimized rendering to reduce lag

EnAble Games, Philadelphia, PA   April 2023 – September 2023
Game Developer
- Integrated proprietary input and difficulty systems into 4 physical therapy-based games using custom APIs in Unity
- Utilized constructive feedback on accessibility and gameplay from Nurses and other End-users for improved iterations
- Built a custom object and script annotation tool to assist with documentation for future Developers

Drexel University PXL Lab, Philadelphia, PA   March 2022 – January 2023
Junior Game Developer
- Conceptualized and constructed 10 prototypes to gamify gradient descent in machine learning for educational purposes
- Implemented and optimized 5 gradient descent algorithms for each prototype and final product
- Communicated with subject matter experts to improve accuracy and strengthen personal understanding, leading to increased confidence and capabilities

Project/Leadership Experience

Drexel University, Philadelphia, PA   September 2023 – June 2024
Lead Developer & VFX Artist, Senior Capstone
- Architected unique system for player movement and interactions using only VR camera-based hand tracking, specifically targeting Meta Quest 2 & 3 usage now released on Steam
- Engineered single handedly a custom physics for zero-G environment, player collisions, and other key gameplay elements in C#
- Built tools utilizing custom editors and C# to manage the pipeline through Perforce for efficient and effective implementation into the Unity engine

LitterBox Games, Philadelphia, PA   September 2021 – November 2022
Founder & Lead Developer
- Managed a team of 3 Developers by maintaining best practices and code standards, as well as facilitated collaboration with the Art team
- Refurbished and transitioned Jubilite from a 48-hour game jam project to a published mobile game on iOS and Android platforms after 1 year of development.
- Programmed a custom editor interface to streamline level design, saving, and loading for increased playability

Education

Drexel University, Philadelphia, PA   June 2024
Bachelor of Science in Game Design and Development   GPA: 3.57