Davon Allen

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Summary

Gameplay Engineer with 8+ years of experience delivering immersive gameplay features and tools across Unity, and UEFN. Built scalable gameplay systems, UI/UX, and pipelines that empowered artists, designers, and QA to iterate rapidly. Shipped cross-platform content played by thousands of players. Passionate about building systems that unlock creativity and deepen player engagement.

Skills

Software: Unity, Unreal, UEFN
Languages: C#, Verse, C++
Tools: Jira, Git, Unity VCS, Figma, Photoshop

Experience

Gameplay Programmer, JOGO – Remote Jul 2024 – Mar 2025

- Designed and implemented a full bounty system in "The Pit of Legends," including XP rewards, Heat Meter UI, and lobby VFX integration, contributing to engagement across 20K+ players during live events.
- Led development of a Calling Card system supporting 500+ collectibles, collaborating with artists and designers to create a scalable, customizable player identity layer that enhanced retention and personalization.
- Architected and deployed a modular minigame framework for "Fortnut 2.0," enabling designers to configure custom rulesets and gameplay modifiers; this system helped quadruple player concurrency from 90 to over 2K average.
- Created in-game voting UI and developer utilities for real-time round control and QA, streamlining internal testing and empowering live iteration on game balance.
- Acted as the sole gameplay engineer on Fortnut 2.0, delivering toolchains and systems praised by the design team for enabling fast iteration and modular feature integration.

Software Engineer II, Age of Learning – CA July 2019 – Feb 2024

- Designed and implemented scalable book-creation tooling in Unity, enabling the team to produce and ship over 60+ educational books within 9 months, accelerating delivery to students worldwide.
- Built gameplay systems, UI interactions, and mini games that supported reading and math comprehension for early learners across Android and iOS platforms.
- Partnered with designers, artists, and curriculum teams to rapidly prototype and refine interactive features, ensuring alignment with educational goals and accessibility standards.
- Developed custom editor tools and animation hooks that streamlined the production pipeline, reducing integration time across departments.
- Diagnosed and resolved cross-platform performance and gameplay issues during live releases, improving user experience and app reliability.

Sr Developer, Magic Leap – TX Feb 2018 – April 2018

- Developed a Unity C# wrapper for Magic Leap's proprietary gesture-based SDK to enable easier integration for internal and 3rd-party developers building AR applications.
- Delivered core AR interaction logic used across internal tools and prototypes by adapting quickly to Agile workflows and Perforce version control.
- Contributed solo to an internal Unity tooling initiative, with code later adopted in Magic Leap's developer SDK, improving usability for partner teams.

Experience Continued

Unity Developer, Fast Effect – MI — Oct 2015 – July 2019

- Delivered Unity-based AR/VR apps for clients like Mahindra, Denso, AAM, and RAM, improving engagement at public events and automotive showcases.
- Built a marker-based AR configurator for Mahindra's ROXOR Jeep using Vuforia, enabling real-time part toggles and color swaps on iPad 2 for seamless trade show demonstrations.
- Created a VR garage simulator for AAM using Oculus Rift, featuring teleportation, interactive lifts, and an explodable engine model to visualize mechanical systems for training and marketing.
- Developed multiple HTC Vive VR mini-games for Denso's NAIAS booth, integrating green screen and Blackmagic camera feeds for live-action player compositing and audience display.
- Designed and shipped an AR scavenger hunt and mini-game suite for Erebus Haunted House using NavMesh, Vuforia, and asset bundles, increasing guest retention through mobile play.

Projects

Technical Director & Gameplay Programmer, AniGab – Remote — Apr 2025

- Led a 5-person development team through a 1-week UEFN game jam by coordinating tasks, managing version control, and guiding project scope to meet tight deadlines.
- Built an event bus system and designer-friendly debugging tools in Verse to streamline development and reduce iteration time during jam constraints.
- Designed and implemented enemy AI using radius-based threat logic and custom waypoint systems, enabling scalable enemy behavior patterns.
- Developed spawning systems, collectibles, radial AOE attacks, and hit VFX/SFX to support combat interactions between monsters and players.
- Managed GitHub source control and build integration, onboarding new developers and ensuring final system stability for release on Fortnite Creative.

Education

Bachelor of Fine Arts, IADT Troy – MI — Aug 2010 – July 2014

- Mentored classmates through Unity, scripting, and DCC tool workflows by providing technical support and tutoring across projects and class assignments, improving project outcomes and student motivation.
- Released a mobile infinite runner, "Candy Dash," by independently designing gameplay systems and UI in Unity, demonstrating publish-ready proficiency.
- Developed a multiplayer shooter in UDK despite course constraints by exploring advanced game logic and networked player systems, exceeding instructor expectations.
- Partnered with a Ubisoft artist for capstone review, applying professional modeling and texturing techniques in 3ds Max to produce a standout final environment.
- Collaborated in off-site and on-site game jams with IADT, MSU and Lawrence Tech, rapidly prototyping games under time pressure while contributing art, core logic and game structure.