

Katherine Teng

Software Engineer



Work Experience

May 2022 -
Aug 2022

Software Engineer Intern - Electronic Arts

Orlando, FL

- Designed and implemented the backend of a UI gradient tool for a proprietary game engine in collaboration with product management; includes features that better align with customer's needs.
- Wrote a custom shader in HLSL after learning it with no prior experience that renders four different gradient types and four-color gradients.

May 2021 -
Aug 2021

Software Engineer Pathfinder Intern - Electronic Arts

Orlando, FL

- Merged unused packages in UFC 5 to greatly reduce build time.
- Converted animation data in UFC 5 from legacy game engine to current proprietary engine by solving the conversion between coordinate systems.



Education

Aug 2024 -
Dec 2025

M.S. in Interactive Entertainment (Programming Track)

Florida Interactive Entertainment Academy - Orlando, FL

Aug 2019 -
May 2024

B.S. in Computer Science

University of Florida - Gainesville, FL



Projects

Dec 2024 -
Present

Crimson Knight Capstone Project (C++, Unreal Engine 5)

- Developing abilities for the player and boss using the Gameplay Ability System and gameplay tags to create complex movesets.

April 2025

Super Auto Pets Remake (C++)

- Worked in a team of 6 programmers to recreate this game in 3 weeks using the content-driven engine one of us developed.
- Designed and developed a battle manager that handles battles between two parties using events; implemented all the animations.

Spring 2025

Content-Driven Game Engine (C++)

- Built a content-driven game engine that deserialize JSON data into game object C++ classes and events.
- Gained more experience in advanced C++ concepts: templates, macros, design patterns, move semantics, and memory management.

Spring 2025

Team Lead for AMD* Project (C++, Unreal Engine 5)

- Managed a team of 10 to create a demo for their upscaler software.
- Developed a replay system that allows the player to record and replay their input.
- *Orlando R&D Center University Program.

Fall 2024

Gauntlet Remake (C, OpenGL)

- Developed a parser that generates levels by reading in text files.
- Implemented A* pathfinding algorithm for spawned enemies to always track the player's position while navigating through obstacles.

Spring 2022

Ray Tracer (C++, OpenGL)

- Implemented a ray tracing algorithm with lighting and shading calculations to display 3D objects of different materials.



Personal Info

Location (Willing to Relocate)

Orlando, FL 32825

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LinkedIn

[linkedin.com/in/katherine-teng](https://www.linkedin.com/in/katherine-teng)

Portfolio

kathteng.wixsite.com/katherineteng



Programming Languages

C++

Great

C#

Great

C

Great

Java

Good

Python

Familiar



Frameworks

OpenGL

Good

HLSL

Familiar

Unity

Great

Unreal Engine 5

Good

Godot

Familiar



Technical Skills

Debugging

Test Driven Development

Design Patterns

Visual Studio/VSCode

IntelliJ

Git, GitHub

Perforce

Jira, Confluence

Plastic SCM

Agile/Scrum/Spiral

Linux