Kaleb Valenzuela

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EXPERIENCE

Sr. Software Engineer - Unreal Engine C++ | Inflexion Games | Vancouver, Canada | May 2024 - Present
- **Shipped *Nightingale* 0.5 on Steam**, actively performing hot-fixes to meet weekly deadlines and ensure a seamless user experience.
- Creating **UI interfaces** using **Slate** to enable artists and designers to configure movable actors more efficiently, while developing **debugging UI tools** streamlining QA testing for encounters. Additionally, **implementing warnings and error messages** to minimize developer common mistakes.
- Providing **technical leadership** for the Memory Puzzle and Movable Actors systems, introducing data-driven actor creation during construction for movables. This approach reduced 95% of blueprint configuration by replacing manual setups with data assets, significantly streamlining workflows for designers.
- Demonstrating **diligence** in executing and testing system changes, ensuring seamless integration with zero disruption to existing workflows across 2 major updates.
- Developing a process for **transferring data** by nativizing custom actors using **Python**, streamlining workflows and reducing engineer effort by ≈ 40%.

Sr. Software Engineer - Unreal Engine C++ | Archiact | Vancouver, Canada | April 2021 - May 2024
- Shipped *Journey to Foundation* on **PlayStation 5 console, Meta Quest 2 and 3, and Pico 4**. From pre-production through completion over a period of 3 years.
- Developed over 25% of interactive **UI/UX systems** including subtitles, conversation options and menu systems using **Unreal Motion Graphics (UMG)**.
- Engineered the entire **combat system** and developed 5 tools for level designers using Unreal Engine blueprints and C++, optimizing the overall workflow.
- Committed over 4000 hours **leading the development of AI tools**, employing C++, behaviour trees, environmental queries, and navigation systems.
- Managed the **performance and optimization** of 2 out of 6 primary levels and character-related logic, enhancing of the overall **user experience**.
- Independently administered the porting of *Journey to Foundation* to Pico headsets within a 2 months period, comprehending technical challenges, diagnosing performance issues, and addressing plugin compatibility through **code optimization** and weekly **code reviews**.
- Supervised the uploading process to digital stores, ensuring adherence to platform standards, and collaborated with QA teams for testing and feedback.

Software Engineer | Lingo Plaza, LLC | South Dakota, US (Remote) | November 2020 - April 2021
- Developed **interactive UI/UX content** for Lingo Plaza, an online learning platform for kids ages 4 through 12 to learn Spanish using **Unity's UI system** and C#, reaching more than 200 students.
- Integrated 21 interactive units monthly, consisting of 16-19 lessons, involving layout development, rendering methods, interactive/visual components, triggering animations, and events for **real-time UI** updates.
- Utilized C# and Photon Engine to develop **multiplayer functionalities** enabling interaction between students and teachers across 9 distinct activities.
- Delivered weekly updates to the **WebGL** platform, incorporating content additions, bug fixes, and troubleshooting backend services in SQL.

Team Leader - Software Development | Biba Ventures Inc. | Vancouver, Canada | March 2020 - September 2020
- Created Abstrakt, a VR experience using **Unreal Engine** to raise awareness about the Holocaust, featuring a simulation of Berlin's Holocaust memorial.
- Developed and implemented an immersive **UI/UX system** for the player's menu and real-time information. Integrated features triggering haptic feedback on controllers, elevating user interaction and enhancing the overall experience.

Software Engineer | General Electric | Mexico City, Mexico | August 2017 - February 2018
- Developed and secured analytical solutions for the Predix **cloud system**, improving **system integrity and data protection** for 3 enterprise clients.
- **Engineered a JavaScript-based graphic algorithm**, optimizing solar panel distribution in designated areas. This algorithm incorporated 10 different panel models and brands, along with 5 types of batteries, achieving accurate Return on Investment calculations for each area.

EDUCATION

MSc Computer Science with Artificial Intelligence | University of Wolverhampton
England (Online) | 2024 - Present

VR/AR Development Design College Diploma | Vancouver Film School
Vancouver, Canada | 2020

Bachelor's Degree in Computer Science & Technology | Tecnológico de Monterrey
Mexico City, Mexico | 2019

Game Design Certificate Diploma | Vancouver Film School
Vancouver, Canada | 2019