Euvin Keel

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EXPERIENCE

Studio Koi Koi **Jan 2026 – Present**

Gameplay & Systems Engineer (full-time from Jul 2026; contract Jan – Jul 2026) *Remote*

- Merged **220+ pull requests** across two shipped Roblox games, the studio's internal Luau monorepo, and the open-source **Nevermore** monorepo, in a TypeScript/pnpm toolchain (Rojo, luau-lsp, CI).
- Designed and maintain **`@quenty/immediateutils`**, an open-source immediate-mode ECS package (jecs scheduler, hooks, hot reloading). Drove the studio's adoption of it for deterministic, debuggable gameplay code.

Egg Hunt 2026: The Grand Eggspress — Roblox adventure RPG (Dentsu / GeekOut) · 1.4M+ visits · $110K+ Kickstarter

- Owned the final boss fight end-to-end: designed stages, boss behavior, cinematics, endings.
- Re-architected the fight mid-production from event-driven scripts to an **ECS with server-authoritative replicated state** and hot reloading for fast iteration and robust code in production.
- Built core features with networked VFX/SFX, wrote APIs used by other scripters.
- Organized and hosted boss-fight playtest sessions (tester roster, difficulty surveys). Iterated on first-time user experience + design. Also co-ran studio-wide playtests.

All Stars — Roblox platform fighter featuring characters from popular Roblox games

- Shipped specific characters in collaboration with other Roblox IPs, on top of general gameplay code.
- Technical art: character VFX/art/animations, cinematic code

Independent Roblox Developer **Feb 2023 – Jan 2026**

Solo developer and publisher *Carson, CA*

- Designed, built, and live-operated Roblox games in Luau, including **BECOME OP** (20.5M visits) and **Infinite Journey** (12.7M visits), for **33M+ combined visits**.
- Analyzed player behavior and retention with PostHog's API and Python; created UI, marketing, and illustration assets in Figma and Krita.

The Marvin Group **Jun 2021 – Sep 2021**

IT Intern *Inglewood, CA*

- Built a rule-based helpdesk chatbot in C#/.NET with an AIML (XML) engine; automated data entry and query-pattern expansion with Python.

PROJECTS

- **C++ Path Tracer** (2023): Monte Carlo path tracer on Intel Embree with reflection, refraction, and depth of field. github.com/euvinkeel/Pathtracer
- **Topological Active Recall Trainer** (2025): full-stack learning app (Next.js, TypeScript, Postgres/Drizzle) with Cloudflare Workers streaming lessons over WebSockets. tartdemo.vercel.app

EDUCATION

University of California, San Diego **Sep 2019 – Mar 2023**

B.S. Computer Science · 3.93 GPA · Magna Cum Laude *San Diego, CA*

SKILLS

Languages: Luau, Lua, TypeScript, Python, C++, C, JavaScript, SQL
Game Dev: Roblox Studio, Rojo, Nevermore, jecs (ECS), Rx/observables, Iris, MicroProfiler, roblox-ts, replication & networking
Tech Art: VFX, Blender, Krita, Figma, animation & camera rigs, cinematics
Tools: Git/GitHub, pnpm, Node, Deno, React, Next.js, Tailwind, InfluxDB/Grafana, PostHog, Linux
AI-assisted dev: Claude Code, T3 Code, Cursor, Zed