

Ken Mayfield

SENIOR TECHNICAL GENERALIST

Boca Raton, FL • 954-654-9576 • steyrboy@gmail.com • steyrboy.com • [linkedin.com/in/ken-mayfield](https://www.linkedin.com/in/ken-mayfield)

ABOUT

Senior Technical Generalist with nearly two decades building AAA games, XR experiences, and real-time simulation systems. I build the systems, workflows, and infrastructure that enable multidisciplinary teams to ship high-quality real-time experiences.

CORE TECHNOLOGIES

Unreal Engine • Technical Art • Pipeline Architecture • Perforce • Source Control • Performance • Real-Time Systems
Blueprints • C++ • XR / AR / VR • VFX • Python • Automation • CI/CD • Build Systems

SELECTED PROJECTS

AAA GAMES

Sleep Awake • Borderlands: The Pre-Sequel
Sunset Overdrive • Spec Ops: The Line
Phantom Dust • F.E.A.R. 2 • Condemned 2
Gears of War • Aliens: Colonial Marines
Stasis Interrupted • Ratchet & Clank:
Before the Nexus

XR / EMERGING TECHNOLOGIES

Magic Leap AR Experiences
VR Interactive Music Experiences

DEFENSE & ENTERPRISE

Real-time interactive visualization,
simulation, and demonstration
systems for Lockheed Martin
Rotary & Mission Systems

EXPERIENCE

LOCKHEED MARTIN | UNREAL ENGINE ARCHITECT | ROTARY & MISSION SYSTEMS

2022 – PRESENT

- Develop real-time visualization, interactive demonstration, and simulation systems using Unreal Engine.
- Designed and implemented Perforce-based source control infrastructure supporting teams of 15–120 developers.
- Built reusable developer workflows, deployment pipelines, and technical infrastructure that improve productivity and consistency.
- Mentor Unreal Engine developers across multiple teams and business areas.
- Collaborate across engineering, art, and program leadership to solve complex technical challenges.

EYES OUT | LEAD TECHNICAL ARTIST

2020 – 2022

- Technical bridge between engineering, art, animation, AI, audio, VFX, and build engineering.
- Optimized performance across PC, Xbox Series X|S, and PlayStation 5.
- Coordinated technical quality with internal teams and external partners.

MAGIC LEAP | LEAD TECHNICAL ARTIST

2015 – 2019

- Developed Unreal Engine and Unity experiences for next-generation AR technology.
- Designed tools, runtime systems, and workflows. Established Perforce standards.
- Optimized applications for emerging hardware platforms.

PAGE 1 OF 2

EXPERIENCE (CONTINUED)

DARKSIDE GAME STUDIOS | SENIOR TECHNICAL / VFX ARTIST

2012 – 2015

- Developed technical art workflows and production pipelines across multiple AAA projects.
- Improved runtime performance across console and PC platforms.
- Partnered with engineering, art, and design teams to solve cross-disciplinary challenges.

EARLIER EXPERIENCE

YAGER Development • Monolith Productions • SteamPunk Studios / Strange Games • Microsoft Game Studios
Ballena Technologies • Dodgeball (HL2 Mod – 1M+ downloads, GDC Best Mod Nominee)

EDUCATION

Florida Atlantic University
B.A. Multimedia Studies
Expected 2027

University of Advancing Technology
Game Development

CLEARANCE

Active Secret Security Clearance

TECHNOLOGIES & TOOLS

Unreal Engine 3/4/5 • Blueprint • C++ • Python
Perforce • SVN • Git • Build Systems • CI/CD
Jenkins • 3ds Max • Maya • Photoshop • Houdini
Niagara • Material Editor • Rendering • Optimization
VR/AR (OpenXR) • Automation • Scripting • Tools Dev