

KEVIN J. STANLY

GAME DEVELOPER

CONTACT

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I seek to create compelling player experiences through all aspects of a game's development and practice my crafts.

HIGHLIGHTS

- Self-motivated and easily adaptive
- Ability to work under pressure
- Strong multi-tasking and time management skills
- Creative problem solver
- Reliable and flexible

SKILLS

- Game/Level Design
- 3D Modelling, Texturing
- 2D/3D Programming (C#)
- Design Documentation
- Active Communication
- Design Knowledge and Methodology

TOOLS

- Unity 3D/2D, Unreal Engine
- Autodesk Maya
- C#, C++
- Photoshop, Illustrator
- Substance Painter
- Git Version Control
- Confluence, JIRA, Trello

WORK EXPERIENCE

Home Suite Hope
(May 2022 - August 2022)

Game Designer and Programmer (Co-op)

- Accelerated the Game Design and Program process through weekly feedback from the target audience, technical experts and life-skills module lead
- Developed mechanics that delivered our audience a realistic understanding of budgeting and groceries
- Designed and Programmed a game to be housed and accessible on the web browser, PC and Mobile on Unity
- Handled all features from prototype to public release
- Iterating quickly based on the rapid changing enhancements and features as requested by the Project Lead

OpenGenLab
(Sep 2021- March 2022)

Game Programmer and Designer, 3D VR Immersive Educational Game

- A game in VR for educating first year Biology students
- Responsible for programming and documentation of the game
- Programmed three virtual laboratory tools to meet learning outcomes of students
- Responsible for UI Programming and implementation of assets

PROJECTS

Circuit Breakout:
Dual Polarity

**Game Programming and UI Programming
3D Puzzle-Adventure**

- First game released and available on Steam
- Programmed most of the gameplay and environmental elements
- Programmed the main menu and pause menu functionalities
- Added controller support for Gameplay and UI (Xbox and PS)

Recreating Apex Legend's
Ping System

**Game Programming and UI/System Design
Recreating an existing AAA UI system**

- Programmed the pings and ping wheel functionality
- UI Design and Programming for all the pings

EDUCATION

Honours Bachelor of Game Design (Sep 2019 - April 2023)
[Sheridan College, Oakville, ON](#)

Diploma in Illustrations and Media -Digital Applications (Online) (May 2019 - Aug 2019)
[Sheridan College, Oakville, ON](#)