

KEVIN JACOB STANLY

Game Developer

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EXPERIENCE

Game Designer and Programmer

Home Suite Hope

- 📅 05/2022 - 08/2022 📍 Oakville, Ontario, Canada
- Designed and programmed an educational game focused on budgeting and grocery planning for single-parent families
 - Developed gameplay mechanics and UI systems for Web, PC and Mobile in Unity
 - Iterated rapidly based on weekly feedback subject experts and users
 - Managed the full development lifecycle from prototype to release

Game Designer and Programmer

OpenGenLab

- 📅 09/2021 - 03/2022 📍 Oakville, Ontario, Canada
- Developed a 3D VR educational game for first-year biology students
 - Programmed three interactive virtual laboratory tools aligned with learning outcomes instructed from the subject experts
 - Implemented gameplay mechanics and UI systems
 - Produced a technical documentation for these systems

EDUCATION

Master of Software Engineering

University of Politehnica

📅 06/2026 📍 Timisoara, Romania

Honours Bachelor of Game Design

Sheridan College

📅 2019 - 2023 📍 Oakville, Ontario, Canada

PROJECTS

Circuit Breakout: Dual Polarity - Steam (Published)

- Published game on Steam featuring unique gameplay mechanics and UI systems
- Programmed core gameplay systems and environmental interactions
 - Implemented UI, main menu, pause menu and controller support (Xbox & PlayStation)
 - Released commercially on Steam

Recreation of Apex Legends Ping System

- Project emulating a well-known AAA game UI system
- Recreated a AAA-style ping wheel system
 - Programmed UI interactions and feedback
 - Implemented a scalable UI architecture using Unity

SUMMARY

Game Developer and Technical Designer with 1+ years of work experience using Unity (C#) and 3+ years of experience in development across personal, academic, and shipped projects. Published a commercial game on Steam and contributed to a VR educational game used in learning environments today. Strong background in gameplay systems, technical design, and UI programming. Open to global relocation and remote opportunities.

KEY ACHIEVEMENTS

💎 **Steam Game Release**
Published successful game on Steam

💎 **VR Educational Game Impact**
Designed VR game used in educational institutions.

SKILLS

Game Development Skills

- Unity (2D/3D)
- Gameplay Programming UI Systems
- VR Development
- Game Systems Design

Programming Skills

- C# C++
- Object-Oriented Programming
- Debugging

Tools Skills

- Git Jira Confluence
- Unreal Engine Autodesk Maya
- Photoshop Illustrator