

KEVIN JACOB STANLY

Game Developer

@ kevjacob10@gmail.com <https://www.linkedin.com/in/kevin-jacob> <https://kevinjacobstanly.com/>

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