

Kaisei Fukaya

Curriculum Vitae

PROJECTS

DECEMBER 2020 – PRESENT

BigBoiGames

WORKING ON LEVEL GENERATION (UNITY ENGINE)

Building a system for generating levels as well as building internal tools to facilitate its usage.

FEBRUARY 2021

Valheim Mod

QUICK DEPOSIT (16,000+ DOWNLOADS)

A simple mod for the game Valheim, using the BEPINEX modding framework. Adds a button to the game UI that allows you to deposit items into a container.

Available at: valheim.thunderstore.io

NOVEMBER 2020

Game Jam (Solo)

PLATFORM DEFENCE (UNITY ENGINE)



Created in one week with the jam theme of "Combining Genres". All code, design, 2D art, audio/music by me.

OCTOBER 2020

Game Jam (Solo)

ANDROID_505 (UNITY ENGINE)



Created in one week for the "Game Jobs Live" game jam, where the theme was "Carpe Diem / Seize the Day". All code, design, audio/music and most of the 3D art by me.

OCTOBER 2020

Game Jam (Solo)

YONDER (UNITY ENGINE)



Created in one week for the "VimJam: Collectables" game jam. My first time really making use of shaders in Unity for artistic style. All code, design, 3D art, music by me.

SEPTEMBER 2020

Game Jam (Solo)

ROOTS OF ALL EVIL (UNITY ENGINE)



Created in one week for the "Weekly Game Jam-166". Attempt at a short form story led top-down shooter.

All code, design, 2D art, music by me.

DECEMBER 2019

Game Jam (Team)

SANTA SIMULATOR (UNITY ENGINE)



Created in 48 hours for the "Yogscast Game Jam" where we came joint 3rd! Responsible for gameplay logic.

SEPTEMBER 2018

Game Jam (Solo)

BALANCE (JAVASCRIPT/HTML5)



Created in one week for the "Js13k" game jam. Developed using the lightweight library "Kontra.js".

All code, design, 2D art by me.

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A BIT ABOUT ME

I have been using Unity for more than 4 years. Developing applications and games primarily for desktop but touching on Machine Learning, VR and AR(Mobile).

My strengths are in programming, however I have worked on all facets of games at some point or another, thanks to the many game jams and University projects I have participated in, giving me an appreciation for the development process holistically.

Lately I have been enjoying working on procedural level generation and some editor tooling, I find it satisfying to create something that others can utilise.
[See my character sheet.](#)

EDUCATION

2017 – 2020 **Game Design and Development**
BSc HONS (FIRST CLASS)
University of Greenwich, London, England

2011 – 2017 **Secondary / A-Level**
A LEVEL- 1 A* AND 2 DIST*
AS LEVEL- 1 A* - C
GCSE- 13 A* - C
Thomas Aveling school, Rochester, England

WORK EXPERIENCE

JUNE 2017

GAM (UK) Ltd.

IT TECH SUPPORT

I had the opportunity to gain work experience in the IT department at GAM. This experience was enriching in many aspects, exposing me to a professional working environment, working with hardware and software.

GAMES I ENJOY CURRENTLY

Path of Exile
Risk of Rain 2
Last Epoch
Teardown
Hell Let Loose