

Kaisei Fukaya

Portfolio: <https://kaisei-fukaya.github.io/>

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Profile

I am a recent graduate from The University of Greenwich, with a First Class Degree in Game Design and Development.

I have worked on many projects, solo and in teams. Taking on the role of lead programmer in many cases. I am passionate about technology and new ways to create experiences, such as through augmented reality or machine learning.

Looking to gain valuable industry experience and excited to work within a team. I thrive in creatively challenging situations and enjoy learning and improving at what I do.

Skillset

- ◆ Experience working in multiple game and software projects using the Unity Engine over the course of 3 years.
- ◆ Experience in front-end web development, using HTML, CSS and JavaScript.
- ◆ Fluent in C# scripting- creating interaction systems, rapidly prototyping and iterating on ideas.
- ◆ Fluent at using GitHub for version control.
- ◆ Past experience in photography gives me a strong basis in lighting, colour and composition in 3D environments.
- ◆ Excellent at meeting deadlines.

Work Experience:

GAM (UK) Ltd. : IT Tech Support (June 2017) :

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.

Worked on....

- ◆ Augmented Reality
- ◆ Virtual Reality
- ◆ Mobile
- ◆ Web
- ◆ Machine Learning
- ◆ PC Games

Education

University of Greenwich, Game Design and Development, BSc Hons, First Class (2017-2020)

Thomas Aveling school (2011-2017):

- ⇒ A Level– 1A* and 2Dist*
- ⇒ AS Level– 1A* to C
- ⇒ GCSE– 13 A* to C

Main Software

- ◆ Unity
- ◆ 3Ds Max
- ◆ Photoshop

Hobbies:

- ◆ Photography
- ◆ Guitar
- ◆ Music production
- ◆ Upgrading and building my PC.
- ◆ Video games