



Contact

Phone

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Email

kevin.otten@ziggo.nl

Location

Emmeloord, The Netherlands

Portfolio

<https://kevin-otten.github.io/>

Education

2016 - 2020

Game Development

Deltion College

2021 - 2025

Game Programmer

Breda University of Applied Sciences

Skills

- **Code & Scripting Languages**

C, C++, C# scripting, Unreal blueprints & typescript

- **Game Engines**

Unreal, Unity, Meta Horizon Worlds

- **Tools, Software and data formats**

VS, VS code, Rider, Git/Sourcetree, Perforce, Miro, JSON

- **Development Practises & programs**

OOP, Agile/Scrum, Azure DevOps, Jira

- **Systems and Technologies**

Unreal engine Behaviour trees, navmesh pathfinding in engines and integrated Environment query system.

Soft Skills

- **Communication & Teamwork**

I'm great at working with programmers, designers and artists, keeping clear and frequent communication promoting smooth and efficient teamwork and iterating.

- **Problem Solving & Critical thinking**

I'm skilled at solving problems in blueprints, code, and AI behavior by carefully analyzing possible causes and focusing on the most likely and common ones.

- **Eye for detail and future use**

I pay close attention to detail when designing systems, focusing on building a strong foundation that is robust, easy to understand, and adaptable for future needs.

Kevin Otten

Gameplay & AI Programmer

I am a graduate from the Breda University of Applied Sciences located in Breda, the Netherlands. I do AI (behaviour) and gameplay programming and have an interest in AI and technical gamedesign.

Work Experience

2019 - 2022

Movares | Utrecht, Netherlands

Internship

- Engineering firm's visualization department
- Unity C# development
- VR and AR development
- Infrastructure related simulators
- Editor tools

I worked on modular in-engine tools, simulator components, and VR/AR visualizations of infrastructure, gaining experience in general coding and VR/AR development.

2024 - 2025

Vertigo Games Amsterdam | Amsterdam, Netherlands

Internship

- VR gamedev studio
- Mobile first multiplayer RPG
- Meta Horizon World (Engine) with Typescript
- Modular structure for AI actors
 - Some implementation of related states and weapons

I took full ownership of a modular AI actor system setup from JSON data, designed for easy "plug-and-play" enemy creation, gaining experience in modular system architecture and clear documentation of complex systems.

2025

Outsourced project for BHVR

Internship

- Student team but company project
- AI development (Behaviour)
- General feature development
- Managing and solving issues with source control, managing builds.

I Worked on a company-backed NDA project with a student team, contributing to the AI's design and behavior, implementing gameplay features requested by design, and managing source control and build issues that come from using GitHub with Unreal Engine.

Languages

English

Dutch