



Contact

Phone

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Email

kevin.otten@ziggo.nl

Location

Breda, The Netherlands

Portfolio

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

Education

2016 - 2020

Game Development

Deltion College

2021 - Now

Game Programmer

Breda University of Applied Sciences

Skills

- **Code & Scripting Languages**

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

- **Game Engines**

Unreal, Unity, other custom tech (under NDA)

- **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 EQS

Soft Skills

- **Communication & Teamwork**

I'm great at working with programmers and designers, keeping communication clear and frequent for smooth teamwork, efficient iteration, and a shared vision.

- **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 ones. I prioritize common issues to quickly find and fix similar problems.

- **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. I tend to be a bit too perfectionist with my work but am learning to balance thoroughness with speed to avoid unnecessary delays.

Kevin Otten

Gameplay & AI Programmer

I am currently a student at the Breda University of Applied Sciences in Breda, the Netherlands. I study game programming while also learning some design on the go. My interests include AI, general frontend development, and some procedural generation. I am also looking into tech design, as it aligns well with my growing skills and interests.

Jobs and Internships

2019 - 2022

Movares | Daalseplein 100, 3511 SX Utrecht

Internship

During my internship at Movares, a Utrecht-based engineering firm, I was part of their Visualization department. We worked in the Unity engine and my tasks included working on simulators, AR/VR visualization for infrastructure, editor tools, and smaller projects like an AR business card.

This experience taught me valuable skills in C#, VR and AR development, improved my overall efficiency, and provided insight into professional work environments and practices.

2024 - 2025

Vertigo Games Amsterdam | Westerdoksdijk 421, 1013

AD Amsterdam

Internship

During my internship at Vertigo games I worked on the structure and implementation of AI actors (enemy AI) while learning to use and implementing the systems in Meta's collaborative engine (Meta Horizon).

This was done using typescript as a scripting language and JSON as a data format. I created the general structure for a modular AI from the ground up, including some weapons and states to setup the first set of enemies. The structure was meant to make future expansion of the modular enemies as easy as possible, with everything from their states to their weapons being defined in JSON.

My time at Vertigo helped a lot with both soft and hard skills improving things like my skills in explaining and documenting systems, setting up complex structures, working with modularity in my technical designs and overall coding practises

Languages

English

Dutch