



## Contact

### Phone

+31 6 5199 0799

### 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