Contact

Phone
+31 6 5199 0799

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 enviorments 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) with undisclosed tech. Using typescript as a scripting language and JSON as a data format I created the general structure of a modular AI from the ground up. It allows for the creation and future expansion of modular enemies with everything from their behaviour 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 (in this case AI but generally applicable) and overall coding practises

Languages

English

Dutch