

KIVIN HEIDEN

Game Programmer

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 <https://kivinheiden.me>

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CAREER OBJECTIVE

Passionate Game Developer specializing in Unreal Engine, with a strong foundation in Game Programming and 2D/3D development. Proficient in C++ and C#, experienced in building gameplay systems, UI, multiplayer features, and optimized mechanics using both Blueprints and native C++ workflows. Familiar with Unity and GitHub, and seeking a full-time opportunity to create engaging, high-quality player experiences.

PROFESSIONAL EXPERIENCE

Unreal Game Programmer - Internship

August 2025 - Present

Cyrus 365

Worked as a Game Developer Intern at Cyrus 365, contributing to gameplay mechanics and core system implementation. Involved in multiplayer features, API-driven JSON workflows, and UI development using C++ widgets.

- Contributed to gameplay mechanics development and core system implementation using Unreal Engine C++.
- Implemented and tested multiplayer features, including networking workflows and player interactions.
- Developed API-driven JSON systems and built UI elements using C++ widgets for dynamic in-game functionality.

Gameplay Programmer - Internship

March 2025 - July 2025

Arcanion

Worked as a Gameplay Programming Intern at Arcanion, where I was responsible for implementing core gameplay systems, designing interactive logic in Unreal Engine, and integrating 3D assets into functional game environments.

- Developed a custom C++ player character from scratch, omitting default camera components to support a fully tailored camera control system via Blueprints.
- Set up AI dodge behavior, allowing characters to dynamically avoid the player's line of sight based on difficulty levels and animation triggers.
- Collaborated through Git version control, ensuring modular code structure and clean commits during team development.

EDUCATION

Bachelor of Science in Game Programming

ICAT College of Design & Media - July 2023 - Present

SKILLS

- Unreal Engine (Blueprints & C++)
- Aseprite
- Unity 3D (C#)
- Adobe Photoshop
- Diversion
- Git & Github
- Networking (Unreal Online Services & Photon)
- Debugging & Optimization
- Critical Thinking & Problem Solving

PROJECTS

Monster Chef - Unreal Engine (C++)

July 2025 - August 2025

- Developed a cozy cooking game in Unreal Engine with C++, featuring burger assembly and dynamic customer orders
- Designed and programmed UMG-based UI with C++ integration, handling order display, ingredient management, and customer satisfaction feedback

Santa's Journey - Unreal Engine (Blueprints)

December 2024 - January 2025

- Crafted immersive festive levels featuring illusion-based mechanics, guiding Santa through cleverly disguised paths.
- Engineered perspective-driven puzzles using orthographic tricks, requiring players to align viewpoints to uncover hidden routes.