



## PROFILE

Spirited and outspoken IT specialist, with a taste for art, organisation, and human development.

Enthusiast of many fields and disciplines, with a knack for communicating in a plain friendly manner suitable for non-specialist.

But ultimately, a man on a mission to create places of joy in life & work.

## INFO

**Country of Residence:**  
Venezuela

**Willing to Relocate:**  
Yes

**Phone No.**  
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**Email:**  
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**Portfolio:**  
[jaykozatt.github.io](https://jaykozatt.github.io)

**Blog:**  
[jaykozatt.medium.com](https://jaykozatt.medium.com)

# JAY KOZATT

Gameplay Programmer

## EXPERIENCE

**Team Lead / Programmer** as Independent Team  
SEPTEMBER 2021 - CURRENT

- Organised the project structure following agile methodologies.
- Co-designer of game mechanics.
- Designed and implemented systemic gameplay solutions.
- Both directed and worked on art design in our team's projects..
- Acquired limited sound mixing experience with FMOD Studio.

**Tech Specialist** @ Studio Dread  
MAY 2021 - SEPTEMBER 2021

- Lead tech specialist at budding indie studio under revshare model.
- Spearheaded a significant part of the initial organisation efforts of the team, and the project structure.
- Assessed and reviewed game design decisions.
- In charge of implementing core game mechanics & systems.

**Student Assistant** @ BWL Teachers' Lab  
Universidad Simón Bolívar  
JAN 2020 - CURRENT

- Reorganised the lab's student personnel into a proper working structure.
- Developed the team's skills through workshops in several domains.
- Provided tech support for the lab on a need-basis.

## EDUCATION

**Computation Engineering** at Universidad Simón Bolívar  
Caracas, Venezuela

## TECH PROFICIENCIES

<b>Game Engines</b>	Unity Engine RPG Maker VX Ace
<b>Image Manipulation Software</b>	Illustrator Photoshop Aseprite
<b>Programming Languages</b>	C#, C++, C Ruby Python
<b>Database Managers</b>	PostgreSQL SQLite 3