



# JAY KOZATT

Gameplay Engineer

## PROFILE

Spirited and outspoken game developer, with 2+ years of experience, specialising on mobile.

With a taste for art, organisation, and human development.

Enthusiast of many fields and disciplines, with a preference for plain communication 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.**  
+58 (412) 099 48 94

**Email:**  
[jaykozatt@gmail.com](mailto:jaykozatt@gmail.com)

**Portfolio:**  
[jaykozatt.github.io](https://jaykozatt.github.io)

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

## EXPERIENCE

**Game Developer** - Freelancer  
MAY 2023 - PRESENT

- Recreated gameplay from scratch using video as reference.
- Created a system to endlessly generate random levels..
- Redesigned an app icon for use in the Play Store.
- Matched and completed a previously incomplete walking animation in pixel art.
- Worked on released titles:
  - The Path

**Unity Developer** - Self-employed - Team Leader  
SEPTEMBER 2021 - PRESENT

- Organised a long-term project following agile methodologies.
- Established a relationship with renowned Noodlecake Studio for potential future release of our title "All Bets Are Off!" under their publishing umbrella.
- The main driving force behind most game design decisions.
- Designer and implementer of systemic gameplay solutions.
- Both director and artist, involved in the art creation of our projects.
- Released titles:
  - All Bets Are Off!
  - The Prisoner: Dread or Trust
  - Gaia's Revenge (Prototype)

**Unity Developer** @ Studio Dread  
MAY 2021 - SEPTEMBER 2021

- Programmer at budding indie studio under revshare model.
- Spearheaded a significant part of the initial organisation efforts of a team of 12 developers, and the core project structure.
- Assessed and reviewed game design decisions.
- In charge of implementing core game mechanics & systems.
- Co-lead the art direction of our projects.

**Student Assistant** @ BWL Teachers' Lab  
Universidad Simón Bolívar  
JAN 2020 - JAN 2021

- Reorganised the lab's student personnel into a proper working structure, assigning specific responsibilities & clear domains.
- Developed the team's skills through workshops on several topics.
- Provided tech support for the lab on occasion as needed.

## EDUCATION

**Computation Engineering** @ Universidad Simón Bolívar  
Caracas, Venezuela  
2012 - 2020

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# TECH PROFICIENCIES

Game Engines	Unity Engine RPG Maker VX Ace
Unity Development Tools	Ink - Narrative Scripting Lang. ProBuilder Cinemachine DOTween Shader Graph (URP) Bézier Path Creator
Image Manipulation Software	Aseprite Illustrator Photoshop Paint.NET
Audio Manipulation Software	FMOD Studio Audacity
Programming Languages	C#, C++ Ruby Python
Database Managers	PostgreSQL SQLite 3