

# KEVIN JACOB STANLY

Technical Designer | Unity C# | Gameplay Systems

✉ kevjacob10@gmail.com    🔗 <https://www.linkedin.com/in/kevin-jacob>    🔗 <https://kevinjacob10.github.io/>

## EXPERIENCE

### Gameplay Designer & Programmer

#### Home Suite Hope

📅 05/2022 - 08/2022    📍 Oakville, Ontario, Canada

- Designed and programmed an educational game focused on budgeting and grocery planning for single-parent families
- Developed gameplay mechanics and UI systems for Web, PC and Mobile in Unity
- Iterated rapidly based on weekly feedback subject experts and users
- Managed the full development lifecycle from prototype to release

### Gameplay Designer & Programmer

#### OpenGenLab

📅 09/2021 - 03/2022    📍 Oakville, Ontario, Canada

- Developed a 3D VR educational game for first-year biology students
- Programmed three interactive virtual laboratory tools aligned with learning outcomes instructed from the subject experts
- Implemented gameplay mechanics and UI systems
- Produced a technical documentation for these systems

## PROJECTS

### Circuit Breakout: Dual Polarity - Steam (Published)

Technical Designer

- Designed and implemented the core dual-character switching system.
- Built a scalable UI architecture with full controller support
- Collaborated cross-disciplinarily from concept to commercial release
- Iterated on the switching mechanic based on playtesting feedback to improve clarity and pacing.

### Recreation of Apex Legends Ping System

Project showcasing a well-known AAA game UI system

- Recreated a AAA-style ping wheel system
- Programmed UI interactions and feedback
- Implemented a scalable UI architecture using Unity

## EDUCATION

### Master of Software Engineering

#### University of Politehnica

📅 06/2026    📍 Timisoara, Romania

### Honours Bachelor of Game Design

#### Sheridan College

📅 2019 - 2023    📍 Oakville, Ontario, Canada

## SUMMARY

Technical Designer with hands-on experience implementing gameplay systems, UI architecture and interactive mechanics in Unity (C#). Experienced in bridging design intent with technical execution, owning features from concept through implementation and iteration. Contributed to a commercially released Steam title, developed VR and educational gameplay systems in collaborative environments. Strong understanding of systems design, player feedback loops and cross-disciplinary communication.

## SKILLS

### Core Skills

Unity (2D/3D)

OOP(C#)

Gameplay Systems Design

UI Architecture

VR Development

### Tools Skills

Git

Jira

Confluence

Unreal Engine

Autodesk Maya

Adobe Suite