

KEVIN JACOB STANLY

Gameplay Programmer | Systems & UI Architecture

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EXPERIENCE

Gameplay Designer & Programmer

Home Suite Hope

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

- Designed and implemented gameplay systems for an educational budgeting and grocery shopping game aimed for supporting single-parent families
- Built cross-platform interaction systems and UI (Web, PC & Mobile)
- Iterated weekly with subject experts to refine clarity and usability
- Owned development from early prototype to release while balancing design adjustments and technical implementations

Gameplay Designer & Programmer

OpenGenLab

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

- Developed a 3D VR educational experience for first-year biology students
- Designed and programmed three interactive virtual laboratory tools aligned with academic learning objectives
- Implemented gameplay and UI systems optimized for VR usability
- Produced technical documentation for feature scalability and team collaboration

PROJECTS

Circuit Breakout: Dual Polarity (Steam - Published)

Technical Designer / Gameplay Programmer

- Designed and implemented the core dual-character switching system while preserving puzzle state and animations
- Built modular gameplay systems enabling ability driven environmental interactions
- Built scalable UI architecture with full controller support (Xbox & PlayStation)

Apex Legends Ping System Recreation

Systems & UI Showcase Project

- Recreated a scalable AAA-style radial ping system inspired by Apex Legends
- Designed modular UI logic to support contextual feedback and interaction prompts
- Implemented input abstraction to support keyboard and controller input

EDUCATION

Master of Software Engineering

Politehnica University Timisoara

📅 06/2026 📍 Timisoara, Romania

Honours Bachelor of Game Design

Sheridan College

📅 2019 - 2023 📍 Oakville, Ontario, Canada

PROFESSIONAL SUMMARY

Gameplay Programmer and Technical Designer with hands-on experience building gameplay systems, mechanics and UI architecture in C#. I love working where design and engineering meet, turning creative ideas into systems that are scalable and maintainable. I've contributed to a commercially released Steam title, built VR and educational gameplay experiences and owned features from prototype to release.

TECHNICAL SKILLS

Core Skills

Unity (2D/3D)

C# (OOP)

Systems Design

UI Architecture

VR Development

Tools Skills

Git

Jira

Confluence

Unreal Engine

Autodesk Maya

Adobe Suite