

# KEVIN JACOB STANLY

Gameplay Programmer | Systems & UI Architecture

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## EXPERIENCE

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### 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

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### 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

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### 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)

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### 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

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### Master of Software Engineering

#### Politehnica University Timisoara

06/2026 Timisoara, Romania

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### Honours Bachelor of Game Design

#### Sheridan College

2019 - 2023 Oakville, Ontario, Canada

## PROFESSIONAL SUMMARY

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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

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### Core Skills

Unity (2D/3D) C# (OOP)

Systems Design UI Architecture

VR Development

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### Tools Skills

Git Jira Confluence

Unreal Engine Autodesk Maya

Adobe Suite