About Me

Know Me More

Hi, I'm **Kevin**

I'm a game developer and designer with a passion for creating polished, responsive, and engaging experiences.

I specialize in game feel, physics, and intuitive player interactions, ensuring that every mechanic feels great to play. My expertise spans gameplay programming, system architecture, and UI/UX, with a focus on clean, efficient, and scalable development.

I take a practical, gameplay-first approach, whether I'm designing mechanics, refining controls, optimizing performance, or building multiplayer systems. I thrive in rapid prototyping, iterating quickly to bring ideas to life while maintaining technical excellence. I aim to craft experiences that not only work—but feel great.

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Years of **Experience**

Resume

A summary of My Resume

My Experience

Web Designer

Agency / 2007 - 2009

- Designed and developed websites for artists and public figures.
- Created CD covers and promotional materials for emerging artists.
- Produced digital magazines for major automotive brands.
- Developed multimedia content to enhance brand presence.

Senior UI Artist

Inno Games / 2009 - 2018

- Designed and implemented UI/UX for game menus and HUDs.
- Created wireframes, mockups, and final assets while ensuring visual consistency.
- Integrated UI assets in Unity, setting up animations and interactions.
- Developed UI-related C# scripts for dynamic elements and animations.
- Optimized UI for various platforms and screen resolutions.
- Conducted usability testing and refined designs based on player feedback.

Senior Game Developer

Bossa Games / 2018 - 2025

- Led rapid prototyping and gameplay validation in Unity (C#).
- Developed core gameplay systems (player controls, AI, physics, interactions).
- Designed and integrated UI elements for seamless gameplay interaction.
- Optimized performance across multiple platforms (PC, consoles, VR).
- Worked on multiplayer networking and online synchronization.
- Debugged, refactored, and maintained legacy code for efficiency.
- Mentored junior developers and conducted code reviews.

My Education

Media Designer

New Media School Waren-Müritz / 2004 - 2007

- Completed apprenticeship as a Media Designer for Digital and Print Media.
- Specializing in Non-Print.

My Skills

Game Development and Programming

- **Unity Expert (C#)**
  Developing core gameplay, UI, Systems, and multiplayer features.
- **Physics & Game Feel**
  Deep understanding of game physics, movement systems, and player feedback loops to create responsive and polished gameplay.
- **Character Controllers**
  Designing and fine-tuning player movement, camera systems, and input handling for fluid, immersive control.
- **Prototyping & Rapid Iteration**
  Quickly testing and refining new game concepts.
- **System Architecture & Development**
  Building and maintaining scalable, modular systems using dependency injection (Zenject) and clean code principles.
- **Performance Optimization**
  Ensuring smooth performance across PC, consoles, and VR.
- **Multiplayer & Networking**
  Experience with Coherence, Photon, and Mirror. Implementing and optimizing multiplayer gameplay and online features.

UI/UX & Design

- **UI/UX Design**
  Creating intuitive menus, HUDs, and inventory systems.
- **Graphic & Web Design**
  Proficient in Photoshop, with experience in branding, web design, and promotional materials.
- **3D Work**
  Light modeling and rendering with Cinema 4D for assets and visual content.

Video Production & Content Creation

- **Video Editing & Trailer Production**
  Skilled in cutting videos, editing trailers, and crafting high-impact promotional content.
- **Social Media Content Creation**
  Proven ability to create viral content that engages and grows audiences.