



# Kevin Catlett

## Game Programmer

### Contact

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Currently in Wiesbaden, and open for relocation as per job requirements

[www.kevincatlett.com](http://www.kevincatlett.com)

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### Education

- **SAE Institute** | 2022 – 2024  
B.Sc., Games Programming
- **MissionLeben** | 2014 – 2018  
Care provider Diploma
- **Bertha-Benz** | 2006 – 2012  
Secondary School Certificate

### Skills

- C#
- C++
- Git
- Unity3D
- Unreal Engine
- Blender

### Languages

- English (Fluent)
- German (Fluent)

### Profile

Innovative game programmer with expertise in Unreal Engine (C++ and Blueprints) and Unity3D (C#), specializing in gameplay mechanics and artificial intelligence (AI) systems. I am passionate about creating immersive game experiences and collaborating with teams to bring projects from concept to completion.

### Work Experience

- **Game Programmer (AI, Gameplay)**  
*Terovania UG* | Mar 2023 – Present
- **Independent Developer / Entrepreneur**  
*Self-Employed* | Mar 2019 – Aug 2022
- **Special Needs Care provider (Group Lead)**  
*Lebenshilfe Wiesbaden* | Aug 2019 – Present
- **Special Needs Care provider (Volunteer)**  
*Lebenshilfe Wiesbaden* | Sep 2013 – Jul 2015

### Projects

- **Pentaquin: Deeds of Twilight – Unity3D** | Mar 2023 – Present  
*AI & Gameplay Programmer, 10+ Person Team*
  - Created Enemy AI using Behavior Trees.
  - Developed the player range attack and trajectory system.
  - Conducted effective refactoring and bug fixing after codebase onboarding.
- **Modular AI Prototype - Unreal Engine** | Mar 2024 – Aug 2024  
*AI & Gameplay Programmer, Game Designer*
  - Developed an AI generation system.
  - Designed first-person shooter boss fight mechanics.
  - Created multiple attack types and hazards for the enemy AI.
- **Whisk & Buzzy - Unreal Engine** | Sept 2023 – Mar 2024  
*Gameplay & UI Programmer, Game & Level Designer*
  - Developed an extensive player controller, animation Blueprint and further animations using Unreal Engines character rigging.
  - Created gameplay mechanics inspired by classic 3D platformers.
  - Designed and implemented diverse environments and levels.
- **Outbreak Interception – Unity3D** | Mar 2023 – Aug 2023  
*AI, Gameplay & UI Programmer, Game & Level Designer, 5 Person Team*
  - Developed Enemy AI using Finite State Machines.
  - Collaborated on game design and development.
  - Created the User Interface and additional systems, shaping level design and enriching gameplay features.