



Kevin Catlett

Game Programmer

Contact



Kevincatlettdev@gmail.com



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



www.kevincatlett.com



www.linkedin.com/in/kevincatlett/

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.