Contact

Phone
+31 6 5199 0799

Email
kevin.otten@ziggo.nl

Location
Breda, The Netherlands

Portfolio
https://kevin-otten.github.io/

Education

2016 - 2020
Game Development
Deltion College

2021 - Now
Game Programmer
Breda University of Applied Sciences

Skills

- **Code & Scripting Languages**

C, C++, C# scripting & Unreal blueprints

- **Game Engines**

Unreal & Unity

- **Tools and Software**

VS, VS code, Rider, Git/Sourcetree, Perforce, Miro

- **Development Practises & programs**

OOP, Agile/Scrum, Azure DevOps, Jira

- **Systems and Technologies**

Unreal engine Behaviour trees and EQS

Soft Skills

- **Communication & Teamwork**

I'm great at working with programmers and designers, keeping communication clear and frequent for smooth teamwork, efficient iteration, and a shared vision.

- **Problem Solving & Critical thinking**

I'm skilled at solving problems in blueprints, code, and AI behavior by carefully analyzing possible causes and focusing on the most likely ones. I prioritize common issues to quickly find and fix similar problems.

- **Eye for detail and future use**

I pay close attention to detail when designing systems, focusing on building a strong foundation that is robust, easy to understand, and adaptable for future needs. I tend to be a bit too perfectionist with my work but am learning to balance thoroughness with speed to avoid unnecessary delays.

Kevin Otten
Gameplay & AI Programmer

I am currently a student at the Breda University of Applied Sciences in Breda, the Netherlands. I study game programming while also learning some design on the go. My interests include AI, general frontend development, and some procedural generation. I am also looking a bit into tech design, as it aligns well with my growing skills and interests.

Jobs and Internships

2019 - 2022
Movares | Daalseplein 100, 3511 SX Utrecht
Internship

During my internship at Movares, a Utrecht-based engineering firm, I was part of their Visualization department. We worked in the Unity engine and my tasks included working on simulators, AR/VR visualization for infrastructure, editor tools, and smaller projects like an AR business card.

This experience taught me valuable skills in C#, VR and AR development, improved my overall efficiency, and provided insight into professional work enviorments and practices.

Languages

English

Dutch