

Kevin Pozucek

Level & Systems Designer

Seymour, CT
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SUMMARY OF QUALIFICATIONS

- Adept with Unity and Unreal Engine 5
- Proficient with Adobe Photoshop, Illustrator, and XD
- Understanding of version control (GitHub and SVN)
- Skilled with 3D modeling software (Maya and Solidworks)
- Fundamental knowledge of C++, C#, and MATLAB
- Strong creative and analytical thinking
- Familiar with team collaboration
- Agile development experience
- Strong communication skills, written and verbal
- Receptive to feedback and critique

EDUCATION

Bachelor of Science in Game Design, Minor in Applied Mathematics: May 2023

Champlain College, Burlington, VT

Associates in Science of Engineering Technology: May 2020

Naugatuck Valley Community College, Waterbury, CT

WORK EXPERIENCE

Back End Associate, Phantasm Gaming, Branford CT August 2023 - Present

Work in the back rooms of a newly opened game store. Pull items from inventory such as trading cards, Legos, and tabletop miniature sets to be sent out for delivery. Assist in the maintenance of the store's social media pages by creating banners and advertisements as well as making constant improvements to the website.

Lead Designer, Wee Tattie Studios: Jukiyo LTD, Remote November 2023 - Present

Guide a small team of independent game developers in the design and production of a video game. Maintain design documentation as well as organize the backlog of tasks for each two-week sprint to achieve short-term and long-term goals. Articulate feedback and criticism of completed tasks so they meet the necessary definition of done.

Research & Development Intern, M Cubed Technologies, Monroe, CT May 2023 - August 2023

Assisted engineers with the process of improving the manufacturing shop floor to be more in line with LEAN manufacturing principles. Created powerpoint presentations and spreadsheets to improve proposals during meetings with team leads.

Research & Development Intern, PerkinElmer, Shelton, CT June 2017 - August 2020

Assisted in creating standards for the use of PerkinElmer engineers such as Hardware Configurations, Materials List, and Notes for a variety of technical drawings. Prepared, analyzed, and organized technical drawings for an online database that I was responsible for maintaining. Also performed rigorous testing on prototype gas chromatography equipment and recorded the process to insure viability of the product.

OTHER RELEVANT EXPERIENCE

Games Testing Lab, Champlain College Game Studio, September 2021 - May 2023

Provided hands-on playtesting and gave feedback that is critical in the iterative process of student game development. Typically this involved playing a demo of a game still in development and responding to a form given by the proctor.