

Kevin Pozucek

Seymour, CT
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SUMMARY OF QUALIFICATIONS

- Adept with Unity and Unreal Engine 5
- Proficient in Adobe Photoshop, Illustrator, and XD
- Skilled with 3D modeling tools (Maya and Blender)
- Working knowledge of C++, C#, and MATLAB
- Comfortable with version control systems (GitHub, SVN)
- Experience using project management and collaboration tools (ClickUp, Trello, Jira)
- Strong creative problem-solving and analytical abilities
- Effective communicator, both written and verbal
- Familiar with Agile development practices and cross-functional teamwork
- Receptive to feedback, critique, and iterative improvement

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

Engineering Draftsman, i2Systems, Morris CT May 2024 - October 2025

Primarily responsible for using specialized 3rd party software to automate the drafting process to allow i2systems to keep up with high demand for custom architectural pieces. This process includes daily standups to discuss necessary tasks to complete as well as identifying blockers that prevent other members of the team from continuing their work.

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. Currently, I am employed as the part time in-house artist for miniature painting commissions that are requested for the store.

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.

OTHER RELEVANT EXPERIENCE

Level/Systems Designer, GMTK Game Jam 2025, Remote, August 2025

Collaborated with a small team during a 5-day jam to design level layouts, refine core mechanics, and script the in-engine tutorial for Engine Pooling, which received positive feedback.

Level Designer, Remote, February 2025 - Present

As a level designer for a small indie team, I focus on creating intuitive and fast-paced level architecture for a speed platformer inspired by classic Sonic games, ensuring smooth player movement and dynamic flow throughout each level.