Kevin Pozucek
Level & Encounter Designer

Seymour, CT
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SUMMARY OF QUALIFICATIONS

- Accustomed to Word, Excel, Powerpoint, and Outlook
- Certification in SolidWorks
- Familiarity with version control and software development using GitHub
- Adept in using Unity and Unreal Engine 5
- Basic knowledge of C++, C#, and MATLAB
- Conversant 3D modeling software such as Autodesk Maya
- Ability to work as part of a team with a strong understanding of the value of collaboration
- Proficiency with Adobe Photoshop/ Illustrator
- Strong communication skills, written and verbal

EDUCATION

Champlain College, Burlington, VT
Game Design, Bachelor of Science   Expected May 2023
    Minor in Applied Mathematics, GPA: 3.6, Dean's List

Naugatuck Valley Community College, Waterbury, CT
Engineering Technology, Associate of Science **,** GPA: 3.4   May 2020

WORK & PROJECT EXPERIENCE

RagBrawl, Senior Greenlight & Game Studio 3 , Burlington, VT   September 2022 - Present
As a team that began as seven, prototype and develop then pitch a game that will be presented alongside similar teams to be given the green light to continue production for a second semester. Our concept, RagBrawl, is a competitive multiplayer party game developed in Unreal Engine 5 successfully passed and will continue development until the end of senior year with an expanded team of developers.

Cyber Outreach Assistant, Emergent Media Center, Burlington, VT   October 2022 - December 2022
Collaborate in a creative studio that prioritizes experiential education, design thinking, and interaction for partnering organizations. Curated online resources for students across the country to help encourage technological literacy and cyber safety. Also worked with high school interns to prepare them for a career in the cybersecurity field.

Depth League Game Project, Game Studio 2, Remote   June 2022 - August 2022
With a group of 5 peers conceptualized, pitched and developed a 3D underwater racing game in the Unity Engine. The game, titled Depth League, was prototyped and pitched rapidly before being greenlit by our professor for full production. The development then took place over the course of nine week-long sprints.

Research & Development Intern, PerkinElmer, Shelton, CT   June 2017 - August 2020
Created and maintained Hardware Configurations, Materials List, and Notes for a variety of technical drawings. Responsible for preparing, analyzing and organizing technical drawings as well as maintaining an online database.

VOLUNTEER EXPERIENCE

Games Testing Lab: Providing hands-on playtesting and vital feedback that is critical in the iterative process of student game development teams.

Community Event Organizer: Schedule, host, and lead team based events that require immense team communication, creative problem solving, and strict time management.

CHAMP (Champlain Has Activities and Motivational Programming): Student-run organization that plans and creates a number of notorious and beloved substance-free events on campus each semester.