

# PHILIP KALTSOUNIS

Votsi 9, 57010, Thessaloniki, Greece · (+30) 6980089796  
[philip.kaltsounis@gmail.com](mailto:philip.kaltsounis@gmail.com) · [philipkaltsounis.com](http://philipkaltsounis.com) · [linkedin.com/in/philip-kaltsounis/](https://linkedin.com/in/philip-kaltsounis/)

## WORK EXPERIENCE

03/2024 – PRESENT

### UNITY DEVELOPER – LOST CABINET GAMES

Game Published: **Master Blaster – Developer** [Steam Game link](#)

- Created tools like a Map System & Editor
- Polishing and performance increase

10/2022 – 09/2023

### UNITY UI DEVELOPER – TRAPTICS

Game Published: **Homeseek – UI Developer** [Steam Game link](#)

- Worked on a large-scale project
- Adapted to the pre-existing systems while evolved and created new ones
- Working closely with the UI/UX designer and other programmers
- Managed the Localization of the UI

06/2021 – 09/2022

### UNITY DEVELOPER – TAKEBACK STUDIOS

Game Published: **Flibbles - Developer** [Steam Game link](#)

- Collaborated with other programmers, artists and music composers
- Animated objects using Unity Animator & DOTween
- Extensive use of profiling tools to identify performance issues

## PERSONAL PROJECTS

### **Skeleton** [Itch.io Game Link](#)

- Behavior trees for the AI
- Combos' system
- Local Multiplayer
- 2D character animation using Unity Animator

### **Force Cleaning** [Itch.io Game Link](#)

- Developed in Unreal Engine 5
- Combined C++ with Blueprints
- Physics based game

### **Beware of the Bombs** [Android Game link](#)

- First person gameplay
- Online leaderboard
- New input system

### **100 Rounds** [Android Game link](#)

- Creation and management of 125 levels
- Smooth gameplay
- Implementation of different Unity features and mechanics

## EDUCATION AND TRAINING

03/2024 – 05/2024

### **CS50: INTRODUCTION TO COMPUTER SCIENCE** – Harvard University

- Covering topics such as algorithms, data structures, software engineering and web development with hands-on projects.

01/2021 – 05/2021

### **UNITY JUNIOR PROGRAMMER PATHWAY** – Unity Technologies

- Version control, code optimization, S.O.L.I.D. principles

12/2020 – 01/2021

### **UNITY ESSENTIALS PATHWAY** – Unity Technologies

- Physics and manipulation of GameObjects, working with components and scripts