

# PHILIP KALTSOUNIS

[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/)

## CORE SKILLS

- C#
- Unity
- Task management (Trello, Jira)
- Git Version control
- User Interface (UI)
- Figma
- Visual Studio 2022
- Refactoring code
- AI (Behavior Trees, Finite State Machine)

## ABOUT ME

My dream is to create games that inspire players just as games have always inspired me. I'm passionate about crafting clean, efficient code, refining it through thoughtful refactoring, and providing clear, helpful documentation.

## WORK EXPERIENCE

03/2024 – PRESENT

### UNITY DEVELOPER – LOST CABINET GAMES

#### Obsidian Moon – Developer [Itch.io link](#)

- While being the sole developer I implemented the game from prototype to production
- I contributed with the game design along side the lead game designer

#### Master Blaster – Developer [Steam link](#)

- Created tools like a Map System & Editor which made the creation of levels and their connections with each other 5 times faster
- Polishing and performance increase using the Unity Profiler and Diagnostics

10/2022 – 09/2023

### UNITY UI DEVELOPER – TRAPTICS

#### Homeseek – UI Developer [Steam link](#)

- Adapted to the pre-existing systems while evolved and created new ones
- Working closely with the UI/UX designer and other programmers

06/2021 – 09/2022

### UNITY DEVELOPER – TAKEBACK STUDIOS

#### Flibbles - Developer [Steam link](#)

- Animated objects using Unity Animator & DOTween
- Extensive use of profiling tools to identify performance issues

## PERSONAL PROJECTS

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

- Behavior trees AI, Combos' system, open world, local multiplayer up to 4 players

#### Force Cleaning [Itch.io link](#)

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

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

- First person gameplay, online leaderboard, new input system

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

- Creation and management of 125 levels, implementation of different features and mechanics

## EDUCATION AND TRAINING

10/2024 – 01/2025

### CS50'S WEB PROGRAMMING WITH PYTHON AND JAVASCRIPT – Harvard University

03/2024 – 05/2024

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

01/2021 – 05/2021

### UNITY JUNIOR PROGRAMMER PATHWAY – Unity Technologies

12/2020 – 01/2021

### UNITY ESSENTIALS PATHWAY – Unity Technologies