

PHILIP KALTSOUNIS

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CORE SKILLS

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

ABOUT ME

I'm passionate about writing clean, efficient code and refining systems through thoughtful refactoring. I enjoy building modular, well-documented systems that are easy for my teammates to use and extend.

RECENT WORK EXPERIENCE

03/2024 – PRESENT

UNITY DEVELOPER – LOST CABINET GAMES

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

- I implemented the game's features from prototype to production as the sole developer.
- I contributed with the game design alongside 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 by 50% using the Unity Profiler and Diagnostics.
- Performed code reviews to promote refactoring, maintainability and high-quality code.

06/2025 – 11/2025

UNITY PROTOTYPE DEVELOPER – GOOSE GANG

- As a part of small team, consisting of 2 developers we created various prototypes.
- Used Unity's behavior package in order to implement modular AI behaviors.

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.

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