

PHILIP KALTSOUNIS

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CORE SKILLS

- C#
- Unity
- Version Control (Git)
- User Interface (UI)
- Figma
- Visual Studio 2022 / Rider
- Code refactoring
- Trello, Jira
- AI (Behavior Trees, Finite State Machine)

RECENT WORK EXPERIENCE

03/2024 – PRESENT

UNITY DEVELOPER – LOST CABINET GAMES

Obsidian Moon – Developer [Itch.io link](https://itch.io)

- 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.
- Polishing and performance increase by 50% using the Unity Profiler and Diagnostics.
- Helped with the tasks timeline to ensure a smooth process.

Master Blaster – Developer [Steam link](https://steam.com)

- Created tools like a Map System & Editor tool which reduced design time by 80%.
- Performance increase using C# diagnostics making an algorithm run up to 9 times faster.
- Doing regular code reviews for a colleague.

06/2025 – 11/2025

UNITY PROTOTYPE DEVELOPER – GOOSE GANG

- Created small prototypes in 2 weeks each, as a part of a team consisting of 2 developers.
- Since working with prototypes, the Pareto principle was essential for maximizing efficiency; we stayed focused which was essential with scope-creep.
- Used Unity's behavior package in order to implement modular AI behaviors.
- Reverse engineered another game's AI behavior to get inspired for our own AI.

10/2022 – 09/2023

UNITY UI DEVELOPER – TRAPTICS

Homeseek – UI Developer [Steam link](https://steam.com)

- Adapted to the pre-existing systems while evolved and created new ones.
- Worked closely with the UI/UX designer and other programmers. As implementing the UI, the collaboration between programmers was essential
- Implementing the UI / UX designer's vision created in Figma.
- Detect bugs outside of the UI and made UX suggestions, improving the overall product.

PERSONAL PROJECTS

Skeleton [Itch.io Link](https://itch.io)

A beat 'em up adventure game, combining RPG elements with an open world experience in a 3D environment and 2D characters.

- AI (Behavior trees), combos' system, open world, local multiplayer, unity's timelines

Force Cleaning [Itch.io link](https://itch.io)

A first-person perspective game where the player has to throw all the objects out of the windows in order to complete the level.

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

Beware of the Bombs [Android link](https://android.com)

Survive as long as possible in the deep space, all the while bombs are falling from the sky and damage the player.

- First person gameplay, online leaderboard, new input system

100 Rounds [Android link](https://android.com)

The player takes control of a ninja and battles his way through the 100-level main game and 25 extra ones. Each level presents a different scenario with different scenarios like 1v1 fights, puzzles, riddles and more.

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