

PHILIP KALTSOUNIS

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CORE SKILLS

- C#
- Performance profiling and optimization
- Trello, Jira
- Version Control (Git)
- Figma
- Visual Studio 2022 / Rider
- Unity (UI Toolkit, Timelines, uGUI, 2D Animations, AI Behaviors)
- Unreal Engine 5 / C++

RECENT WORK EXPERIENCE

03/2024 – PRESENT

UNITY DEVELOPER – Lost Cabinet Games

Part-time from 06/2025, in parallel with Goose Gang engagement below

Obsidian Moon – Developer [Steam link](#)

- Develop the core gameplay systems, UI, and overall technical architecture of a game as the sole programmer, reaching 500 players.
- Contribute with the game design alongside the lead game designer.
- Profiled and optimized a core algorithm using C# diagnostics, achieving up to a 9x performance improvement.
- Contribute to task timeline planning to keep delivery on track.

Master Blaster – Developer [Steam link](#)

- Created editor tools using UI Toolkit, like a Map System, which reduced design time by 80%.
- Conducted regular code reviews for a colleague.

06/2025 – 11/2025

UNITY PROTOTYPE DEVELOPER – Goose Gang

- Built small game prototypes on a 2-week cadence as part of a 2-developer team, applying the Pareto principle to stay focused and minimize 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.
- Joined an ongoing project to improve performance, refactor code, and rework AI behavior into a more designer-friendly system.

10/2022 – 09/2023

UNITY UI DEVELOPER – Traptics

Homeseek – UI Developer [Steam link](#)

- Extended pre-existing systems while designing and building new ones.
- Collaborated closely with a UI/UX designer and fellow programmers to implement interface designs created in Figma.
- Integrated the front-end with the Twitch API, enabling streamers to run viewer polls.
- Shipped a stable UI with zero post-launch bug reports, used by 7,000–8,000 players.
- Identified bugs outside the UI scope and proposed UX improvements that strengthened the overall product.

PERSONAL PROJECTS

Exiled Bones [Itch.io Link](#)

A solo-developed 2D/3D beat 'em up blending RPG progression with open-world exploration.

- Built enemy AI using Behavior Trees and designed a combo-based combat system.
- Animated 2D character and environment sprites, including combat and movement cycles.
- Used Unity Timelines for cutscenes and scripted sequences.

Force Cleaning [Itch.io Link](#)

A first-person physics puzzle game where the goal is to clear a room by throwing every object out the window.

- Built in Unreal Engine 5, combining C++ gameplay code with Blueprint scripting.

Beware of the Bombs [Google Play link](#)

A first-person survival game where the player dodges falling bombs for as long as possible.

- Implemented a global online leaderboard and used object pooling for performance.

100 Rounds [Google Play link](#)

A ninja action game spanning 100 main levels plus 25 bonus levels, each with a distinct combat, puzzle, or challenge scenario.

- Designed, built, and balanced 125 individual levels across multiple gameplay types (1v1 fights, puzzles, riddles).

EDUCATION

10/2026 – PRESENT

MSc in Software Development & Cloud – University of Macedonia

- Semester A coursework: Software Systems Technology, Application Development & Big Data, Cloud Services Development

10/2024 – 01/2025

CS50's Web Programming with Python and Javascript – Harvard University (edX)

- Covered database design, APIs, scalability, and security; built interactive UIs and used cloud services such as GitHub. Technologies: Python, SQL, Django, CSS, HTML, GitHub.

03/2024 – 05/2024

CS50: Introduction To Computer Science – Harvard University (edX)

- Covered algorithmic thinking, data structures, and problem solving. Technologies: C, Python, SQL, CSS, Data Structures, Algorithms.

09/2015 – 09/2019

BSc in Sports Science and Physical Education – Democritus University of Thrace