Devin Kansakar

Boston MA • (617) 949-0361 • devinkansakar@gmail.com • www.devinkansakarportfolio.com •
www.linkedin.com/in/devin-kansakar

EDUCATION

Northeastern University   **Boston, MA**
Candidate for Bachelor of Science, Computer Science & Game Development   April 2027
GPA: 3.6
Relevant Courses: Object Oriented Design, Algorithms and Data Structures, C++ Programming, Computer Systems, Level Design & Game Architecture, Game Studio, Game Programming, Discrete Math, Rapid Idea Prototyping For Games
Clubs: Game Studio, Ski Downhillers, Rock Climbing

Saint Louis University   **Madrid, Spain**
NU.in Study Abroad Program   December 2023

SKILLS

Programming: C++, C#, Java, UE Blueprint, C, Python, JavaScript, HTML, CSS
Design: Unity, Unreal Engine, Blender, Cursor, Adobe Suite
Project Management: Jira, Trello, Github, Git, SourceTree
Languages: Intermediate French

EXPERIENCE

Cyberlich Studios   **Brooklyn, NY**
Technical and Gameplay Programmer   July 2025 - December 2025

• Constructed frontend and backend systems independently, directly impacting gameplay and user experience
• Advanced the progress of the title, adding UI menus, movement logic, JSON loading, and a new arena structure
• Collaborated closely with project leads to define studio direction and shape proper workflow timelines

CIBUS Market LLC   **Burlington, MA**
Freelance Full-Stack Web Developer   May 2025 - July 2026

• Developed a B2B ingredient marketplace, designing site layout, dashboard UX, and email automation
• Customized front and back-end systems including dynamic product listings and seller forms using PHP, HTML, and CSS
• Researched competing food B2B platforms to evaluate necessary website features and SEO-readiness

Burlington High School Computer Science Tutor   **Burlington, MA**
Tech Careers Internship Program Assistant   May - June 2024, April - June 2025

• Mentored over twenty interns on game development, websites, building drones, and STEM projects
• Constructed weekly plans based on student needs and time needed to complete their projects
• Assisted other teachers with scheduling, planning, and common paperwork

Game Studio At Northeastern   **Boston, MA**
Project Manager   January 2025 - April 2025

• Organized a team of 20+ game development students to complete sprints efficiently and on time
• Oversaw development, sprint planning, and quality assurance through Jira
• Led discipline-specific team meetings and encouraged effective collaboration

IndieCade Game Design Internship   **Burlington, MA**
Intern   June 2024 - August 2024

• Utilized sprints such as ideation, prototype, production, and marketing to organize development
• Collaborated with teammates as a designer and programmer
• Trained to work in a fast-paced environment over short time spans