

Devin Kansakar

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

EDUCATION

Northeastern University

Candidate for Bachelor of Science, Computer Science & Game Development

GPA: 3.6

Relevant Courses: Object Oriented Design, Algorithms and Data Structures, C++ Programming, Level Design & Game Architecture, Computer Systems, Game Studio, Game Programming, Discrete Math, Rapid Idea Prototyping For Games
Clubs: Game Studio, Ski Downhillers, Rock Climbing

Boston, MA

April 2027

Saint Louis University

NU.in Study Abroad Program

Madrid, Spain

December 2023

SKILLS

Programming: C++, C#, Java, Unity, Unreal Engine, HTML, CSS

Design: Blender, Procreate, Aseprite, Affinity

Project Management: Jira, Trello, Github, Git, SourceTree

Languages: Intermediate French

EXPERIENCE

Cyberlich Studios

Technical and Gameplay Programmer

Brooklyn, NY

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

Burlington High School Computer Science Tutor

Tech Careers Internship Program Assistant

Burlington, MA

May - June 2024, April - June 2025

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

Game Studio At Northeastern

Project Manager

Boston, MA

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 Climate-Jam

Intern

Burlington, MA

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

Burlington High School Flipped Internship

Game Internship Manager

Burlington, MA

March 2023 - May 2023

- Coordinated a team of ten students to create a total of ten games in eight weeks
- Developed strong multi-tasking skills to meet student needs while maintaining my own work
- Engaged with AAA game industry professionals through a mentorship program to improve my work