

# Devin Kansakar

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## 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, Computer Systems, Level Design & Game Architecture, 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, Python, C, JavaScript, HTML, CSS, UE Blueprint

**Design:** Unity, Unreal Engine, Blender, Cursor

**Collaboration & Production:** Jira, Trello, SourceTree, Github, Git

**Languages:** Conversational French

## EXPERIENCE

### Cyberlich Studios

*Technical and Gameplay Programmer*

Brooklyn, NY

July 2025 - December 2025

- Constructed front and back-end 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

*Freelance Full-Stack Web Developer*

Burlington, MA

May 2025 - July 2025

- 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

*Tech Careers Internship Program Assistant*

Burlington, MA

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

*Project Manager*

Boston, MA

January 2025 - April 2025

- Led a 20-person development team producing playable game prototypes through agile sprint cycles
- Oversaw development, sprint planning, and quality assurance through Jira
- Led discipline-specific team meetings and encouraged effective collaboration

### IndieCade Game Design Internship

*Intern*

Burlington, MA

June 2024 - August 2024

- Utilized sprints such as ideation, prototype, production, and marketing to organize development
- Researched emerging trends in digital play and game design to inform prototype direction
- Collaborated with a team of four as a designer and programmer on a web game