

Kaisei Fukaya

Generalist Unity Programmer
Portfolio: kaisei-fukaya.github.io

Personal info

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Profile

I am a graduate of Games Design and Development at the University of Greenwich, looking for an entry-level role as a programmer working with the Unity Engine.

I am constantly open to learning new techniques and technologies, striving to be the best at what I do. I have experience building games for VR, AR (mobile) and desktop and enjoy the unique challenges that each of these entail.

I am a motivated self-driven individual, passionate about making games and experiences that make people smile.

Skills

<i>Programming Languages</i>	C#, JavaScript, Python
<i>Software</i>	Unity, 3Ds Max, Visual Studio, Adobe Photoshop, Adobe Premiere Pro, Aseprite, Github Desktop
<i>Web</i>	HTML, CSS

Major projects

Procedural Level Generation System - BigBoiGames 2021
Building a system for generating levels as well as building internal tools to facilitate its usage. This involves working on a robust architecture using the SOLID principles, communicating with designers to meet design requirements and using Github for version control.

Auto-Encoder Satellite image generator 2020
The subject of my final year undergraduate dissertation, consisting of a machine learning model that I had designed and trained- then integrated into a Unity application. The purpose was to investigate how machine learning can be used to aid designers in content creation for games.

Education

University of Greenwich

Games Design and Development
BSc Hons (First Class)

2017 - 2020

Thomas Aveling School

Secondary/A-Level

2011 - 2017

- A-Level: 1 A* and 2 Dist*
- GCSE: 13 A* - C

Work Experience

GAM (UK) Ltd.

IT Tech Support

June 2017

- I had the opportunity to gain work experience in the IT department at GAM. This experience was enriching in many aspects, exposing me to a professional working environment, working with hardware and software, and shadowing meetings and helpdesk calls.

Notable Achievements

Quick Deposit

2021 (February)

Released mod for the game Valheim with 17,000+ downloads

- A simple mod for the game Valheim, using the BEPINEX modding framework. Adds a button to the game UI that allows you to deposit items into a container.
Available at: valheim.thunderstore.io

Santa Simulator

2019 (December)

"Yogscast Game Jam" (3rd place) team entry

- Worked as part of a 5 person team to develop a game from scratch in the space of 48 hours, I was responsible for implementing gameplay logic, also working closely with the artist to implement animations.

Hobbies and Interests

Games have and continue to be a significant part of my life, I enjoy PC gaming- in particular RPGs with exciting character progression, or simply any game that results in fun shared experiences with friends. I grew up playing games on consoles such as the GameCube and Xbox 360 of which I have fond memories.

When I'm not working on a my latest ideas and prototypes, I like to create music- having played guitar for 2 years. I enjoy learning new music theory concepts that I can apply to the music I create. I have also been an avid photographer for the past 6 years, primarily landscape and macro photography. I love finding new perspectives and scenes that evoke distinct feelings that words cannot describe.

I'm always on the lookout for a game jam to compete in, I love being able to work on a project from start to finish, improving my efficiency with the tools I use and working within unique constraints that really allow my creativity to bloom.

References/Code Samples

Available upon request