

# KIVIN HEIDEN

Game Programmer



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## EDUCATION

### Bachelor of Game Programming

ICAT College of Media and Design

2023-Present

## EXPERTISE

- Unreal Engine (C++ and Blueprints)
- Unity (C#)
- Git, Github & Diversion
- Networking (Unreal Online Services and Photon)
- Aseprite
- Adobe Photoshop
- Gameplay Programming
- Procedural Animations
- Critical Thinking and Problem Solving
- Debugging and Optimization
- Rapid Prototyping and Iteration

## LANGUAGE

- English
- Tamil

## PROFILE

Passionate and Creative Game Developer with a solid foundation in Game Programming and 2D/3D Game Development. Proficient in tools like Unity, Unreal Engine, GitHub and Programming languages such as C++, C#. Looking for an internship in game development to apply my skills in a professional environment.

## WORK EXPERIENCE

### Gameplay Programmer Intern

March 2025 – July 2025

Arcanion

- Developed custom player controls using C++ and Blueprints for multiple gameplay systems.
- Built mini-game mechanics with animated character interactions, progress tracking, and feedback loops.
- Implemented gaze-based logic with collision tagging and component detection.
- Designed cinematic camera systems with timed transitions and level-based UI flow.

## PROJECTS

### Monster Chef

July 2025 – August 2025

Unreal Engine 5 (C++)

- Developed a cozy cooking game in Unreal Engine with C++, featuring burger assembly and dynamic customer orders
- Designed and programmed UMG-based UI with C++ integration, handling order display, ingredient management, and customer satisfaction feedback

### Santa's Journey

December 2024 – January 2025

Unreal Engine 5 (Blueprints)

- Crafted immersive festive levels featuring illusion-based mechanics, guiding Santa through cleverly disguised paths.
- Engineered perspective-driven puzzles using orthographic tricks, requiring players to align viewpoints to uncover hidden routes.