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## CONTACT

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 (+49) 157-73188752

 janniklaskeck@online.de

 Bleichstr. 3, 61352 Bad Homburg, Germany

 **PORTFOLIO**

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## EXPERTISE

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- C++ (6+ years)
- UE 5 (3+ years)
- Java (2+ years)
- Unity3D (2+ years)
- C# (2+ years)
- Perforce, Git, SVN
- Python (1+ years)
- Jira, Confluence

**Inter-disciplinary:** Communication of technical topics and problem solving with non-tech departments

**Analytical:** Capable of finding potential problems before implementation

**Adaptable:** Working with a multitude of programming languages and engines, able adapt easily to new concepts

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## EDUCATION

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### Hochschule der Medien

Bachelor of Science in Media  
Computer Science  
2015 - 2018

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## LANGUAGE

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German (native) English (fluent)

# Jan-Niklas Keck

## Senior Gameplay Programmer

I'm a Gameplay Programmer experienced in building third-person and multiplayer game systems, working closely together with designers and artists.

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## WORK EXPERIENCE

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### Senior Gameplay Programmer 05.2022 - 09.2025

Gunzilla Games - Off The Grid (Unreal Engine 5)

- Leading implementation of multiplayer ready player abilities (using GAS), with C++ and Blueprints, animations and SFX/VFX
- Leading technical prototyping efforts of fully featured transport vehicle
- Mentoring of Junior Programmers/Tech Designers

### Game Programmer

07.2019 - 05.2022

HandyGames GmbH

Porting of custom C++ engine games to Android/iOS

Worked on rendering, input, UI, tooling and integration with the respective store APIs

- Titan Quest: Anniversary Edition
- Wreckfest Mobile

### Game Programmer

04.2018 - 11.2018

91interactive - Unfinished Prototype Game (Unity3D)

Third-person action adventure game (unnamed project)

- Implemented custom Behavior Tree and Environment Query subsystem for enemy AI
  - Worked on several player abilities regarding combat and movement
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## REFERENCE

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### Dmitriy Markov

Technical Director, Gunzilla Games

Contact available upon request