
CASEY KUSSELLA-GUSSIN

A London born and based systems designer and programmer, I am currently creating projects that will land me a job as a systems/gameplay programmer and for my own passion of creating my dream RPG with one prototype at a time. I graduated from the University of Plymouth in 2021 and am currently working at Ubisoft Reflections as a Data Manager.

Currently exploring options towards becoming a Gameplay Programmer.

CONTACT

Email: ckgussindey@gmail.com

Portfolio: <https://www.ckusellagussin.com/>

LinkedIn: <https://www.linkedin.com/in/casey-kusella-gussin-a911b675/>

PROJECTS/PORTFOLIO

GitHub: <https://github.com/ckusellagussin>

Steam Workshop: <https://steamcommunity.com/id/ckgussin/myworkshopfiles/>

Portfolio: <https://www.ckusellagussin.com/>

WORK EXPERIENCE

Data Manager – Ubisoft Reflections (January 2024 – Ongoing) Leamington Spa, Warwickshire

3x Unannounced project, Avatar: Frontiers of Pandora

Confluence | Jira | Perforce Administration | GIT Administration | .NET Tools Development | Troubleshooting In-House Engine and Tools Problems | Documentation | Kanban development | Low level build engineering

- Managed game project perforce servers, including branch merging and depot setup, ensuring smooth collaboration across studios.
- Provided troubleshooting support for in-house engines and backend applications, contributing to project stability.
- Developed documentation for Data Management archives and created Perforce Helix Core tutorials for staff onboarding.

QA Tester - Sports Interactive- (August 2022-March 2023) Stratford, London

Football Manager 2023 and Football Manager 2023 Console

Jira| Testrail | Zendesk | Community Support | Perforce | Xbox Manager | Automation Soak Testing

Work Experience - Sony Entertainment Europe – (July 2013-July 2013), Soho, London

QA Testing (Book of Spells and Singstar) | Social Media | Staff Interviews

Work Experience – Lionhead Studio – (March 2011 – May 2011), Guildford, Surrey

QA Testing (Fable 3 PC, Fable Journey and Fable Legends) | Social Media | Staff Interviews

EDUCATION

University of Plymouth – BSc Video Game Technologies

(September 2016-July 2021)

Second-Class Honours

COMPUTING SKILLS

- C#
- C++
- Blueprints
- Git(Administration level)
- Perforce (Administration Level)
- Unity
- Unreal Engine 5
- Game Modding

- Perforce
- Anvil and Snowdrop (In-House editors Ubisoft)

CURRENTLY LEARNING

- C++
- Unreal Engine 5 C++ Development

INTERESTS & HOBBIES

- Football(Arsenal)
- Tennis
- Rugby(International)
- Game Modding
- Programming
- Video Games
- Piano
- Volleyball