CV

About

Name	**Kevin Balz**
Email	kevin.balz@web.de
Portfolio	kevinbalz.com
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Work Experience

01/2023 – 12/2024 **Junior Engine Programmer (Generalist) - Crytek GmbH**

- Maintaining and extending various Core Systems of CRYENGINE in C++
- Optimizing performance in critical code paths and verifying the effectiveness using profilers on PC, Xbox and PlayStation
- Integrating game-specific engine modifications from Hunt: Showdown from CRYENGINE 5.6 to 5.11 and assisting in the Engine overhaul for the release of Hunt: Showdown 1896
- Created scripts that download, compile and deploy game builds to Xbox/PS devkits and execute performance tests

09/2019 – 12/2022 **Fullstack Developer - FlexHero GmbH**

- Developing the web frontend using React, which non-profit organizations can use to publish new projects and organize/contact volunteers
- Developing the complete backend using Firebase, which powers the web frontend and the mobile app used by volunteers

02/2019 – 08/2019 **Software Developer - eyeV GmbH**

- Developing the firmware (C++, OpenCV) for the eye tracker Skyle
- Improving the performance and accuracy of the feature detection algorithms used for tracking the eye of the user
- Replaced library responsible for video capture with own implementation based on low-level drivers

10/2018 – 01/2019 **Software Developer - EDON GmbH**

- Improved and extended papayabox (online mobile app creation platform) using C# and JavaScript

07/2017 - 08/2018	**Unity Developer - Hochschule Worms**

- Implemented the base system for managing all sub-games of [schaz](), including Unity Editor Extensions, which saved time starting and testing each sub game.
- Responsible for the implementation of 9 out of 28 mini games

09/2015 – 07/2017	**Student Tutor - Hochschule Worms**

- Assisted C/C++ practicals, coached students and graded coursework

Projects

01/2025 – present	**Galaxy Golf / Tako Engine**

- Golf game with "Super Mario Galaxy"-inspired planetoid physics
- Built on top of my own C++ game engine [tako]()
- Implemented physics system from scratch

Education

09/2014 – 10/2018	**B.Sc. Applied Computer Science, Hochschule Worms**

Graduation Grade: 1.7

Bachelor Thesis: "Design and implementation of an API and development tools for a force-feedback hand exoskeleton for VR usage" (1.7)

Language Skills

- German (native)
- English (fluent)

Miscellaneous

- Hobbies: Skating, my dog, FPV drones, gardening, board games, Magic (Commander)
- Favorite Games: Portal, Super Mario Galaxy, Don't Starve, Crypt of the NecroDancer, FEZ, CrossCode, Hi-Fi Rush, Rhythm games