

ALLAN JOSSEP ACOSTA MOYA

UNITY VIDEO GAME DEVELOPER

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/ ABOUT ME

I am a video game developer with experience in Unity and a solid Full-Stack background. I have worked with technologies such as Unity, C#, JavaScript, SQL, Node.js and more. I specialize in systems that optimize the interaction between character mechanics and the environment. I have led the design and development of animations and gameplay mechanics, ensuring a smooth and immersive user experience. I use design patterns and clean architectures to maintain scalable and efficient code. Additionally, I apply agile methodologies and best practices in creative problem-solving.

/ WORK EXPERIENCE

> **Indie Game "Survival - Horror" - Bogotá, Colombia** 02/2024 - 08/2024

Tech Artist / Programmer

Game Link: [Echoes Of The Forest v.0.4](#)

- I designed and developed player mechanics, implementing physics-based movement using a Character Controller and dynamic sound effects for movements through an AudioManager and RayCast. I created interactions with items like the flashlight, which serves as the primary tool, managed inventory with Open/Close state controls, and developed camera systems with smooth animations using Quaternion Slerp for rotation smoothing. I utilized design patterns such as Singleton and state management to optimize modularity and efficiency in the code.
- I implemented C# code in UI/UX interfaces for menus and player HUD, including dynamic systems for health, stamina, battery, and BloodScreen. I integrated events such as OnClick, colliders, and real-time updates for bars and visual effects.
- I took charge of leading everything included in this version. EotF v.0.4

> **Indie Game "Survival-Apocalypse" - Bogotá, Colombia** 05/2023 - 11/2023

Gameplay Programmer

Game Link: [Alone With The Dead](#)

- I developed enemy mechanics using a state system with the State and Singleton patterns. I integrated 3D models into Animator, configuring transitions between states such as patrolling, attacking, and alerting, optimizing the dynamic behavior of the enemy.
- I implemented game interfaces with C# code that guide the player with mission indicators and notifications, updating progress in real-time through events.
- I corrected textures in the environment and added decals to create a more immersive atmosphere. I also implemented optimization adjustments in light baking and occlusion culling to enhance the performance of the scene.

> **Void Games "Wasteland Run" - Bogotá, Colombia** 06/2022 - 02/2023

Gameplay Tester C#

- I conducted exhaustive tests on gameplay mechanics, detecting and documenting bugs during the alpha and beta phases.
- I evaluated the usability of controls and the interface, recommending improvements that were implemented to optimize the user experience.
- I worked on code optimization and script debugging to ensure smooth performance during tests, using design patterns and SOLID principles.
- I developed and integrated basic interaction mechanics between the player and the environment, such as automatic doors and collision triggers to initiate events within the game.

/ ACADEMIC HISTORY

>> **Generation Colombia - Bogotá, Colombia** 06/2024 - 09/2024

Junior Unity Developer

>> **District University - Bogotá, Colombia** 09/2023 - 12/2023

Front-End Developer - Intermediate Level

/ SKILLS

Unity | C# | Git | Blender | JavaScript | SQL | NodeJS | Audacity

/ LANGUAGES

- English (B1)
- Spanish (Native)

