Emanuel Nevo Mey Bar

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ACCOMPLISHMENTS

- Solo developed and published to Steam a movement FPS game made in Unreal Engine 5 (Steam Page Link - IDIOTIC (The Game))
- Developed, published and sold non exclusive rights for a platformer web game made in Godot (Armor Games Link - Red Scarf Platformer)

SKILLS

- Unreal Engine
- Blueprints (UE)
- C++

- Perforce
- GitHub
- Godot
- GDScript
- Blender

- Reaper
- Photoshop

EXPERIENCE

Director - *part time voluntary work at Fuel Ink*

2023 - current

- Organising and creating 4 different teams and their pipelines.
- Scheduling and leading meetings for the entire studio and separate teams.
- Setting boundaries and goals for each phase in the development.
- Solving interpersonal conflicts while adhering to the goals set by the owners.
- Hands on experience solving technical problems and providing guidance for the different teams.

Solo Indie Dev

2020 - 2023

- Full product cycle from market research to development, marketing and publishing a finished product.
- Use of unfamiliar technologies to achieve goals under a deadline.
- Self management skills.
- Receiving and incorporating feedback on the product.
- Managing and recruiting a QA team.
- Problem solving on a daily basis.