

Emanuel Nevo Mey Bar

Game Developer

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[Portfolio](#)

ACCOMPLISHMENTS

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

SKILLS

- | | | |
|---------------------|------------|-------------|
| - Unreal Engine 4/5 | - Godot | - Reaper |
| - C++ | - GDScript | - Photoshop |
| - Perforce | - Unity | |
| - GitHub | - C# | |
| | - Blender | |

EXPERIENCE

Solo Indie Dev

2020 - Present

- 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.

National Service - *Support Staff In A Kindergarten To Twelfth Grade School*

2019 - 2020

- Worked as a part of a team in a high stress environment.
- Interpersonal skills working with coworkers and students.
- Planning and executing plans.
- Presenting subjects in front of up to 50 people smoothly,