

Emanuel Nevo Mey Bar

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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 \(The Game\)](#))
- Developed, published and sold non exclusive rights for a platformer web game made in Godot ([Armor Games Link - Red Scarf Platformer](#))

EXPERIENCE

Director/Producer - *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.

SKILLS

- | | | |
|-------------------|------------|-------------|
| - Unreal Engine | - C++ | - GDScript |
| - Blueprints (UE) | - Perforce | - Blender |
| | - GitHub | - Reaper |
| | - Godot | - Photoshop |