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# 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](#))
- Solo developed and published a platformer web game made in Unity ([Itch.io Link - Vir Platformer](#))
- Made a tutorial about UE4/5 key/axis binding ([YouTube Video Link](#))
- Developed a twitter bot in python to respond to comments mentioning it ([Twitter Bot Page - Davka Ken](#))

## SKILLS

- |                 |              |                 |
|-----------------|--------------|-----------------|
| - Unreal Engine | - C#         | - HTML          |
| - C++           | - Blender    | - CSS           |
| - Perforce      | - Reaper     | - Can Play Bass |
| - GitHub        | - Premiere   | Guitar          |
| - Godot         | - Photoshop  | - PC Game       |
| - GDScript      | - Python     | Marketing       |
| - Unity         | - JavaScript | Online          |

## EXPERIENCE

### Solo Indie Dev

March 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.

### Longboarding Skate School - *Instructor*

June 2020 - December 2020

- Multi tasking.
- Reacting to new situations daily.
- Using interpersonal skills to provide feedback.

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

September 2019 - June 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,