

# Jeffrey De Leon - Game & Software Developer

## Contact

Location: Villanueva, Guatemala

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## Profile

Creative and self-taught developer with a strong passion for building games and software from scratch. Experience with Unity, GameMaker, and coding in Python, Java, and C#. Developer of games like Hate-Gem: Rise of Demon, Jessicas Inferno and Code Gambit. Also familiar with backend development and systems logic.

## Education

- Bachelor of Science and Letters with a focus on Computing
- 1 semester in Systems Engineering
- Included coursework in SCRUM methodology

## Skills

Languages: Python, Java, C#, GML

Tools/Engines: Unity, GameMaker, Git, HTML/CSS

Platforms: Linux (SteamOS), Windows

Other: Backend development, Game logic design, UI/UX basics

## Projects

- \* Hate-Gem: Rise of Demon - Action platformer with deep lore, unique boss fights, and cybernetic upgrades
- \* Jessicas Inferno - FPS roguelike made for a GameJam using Unity
- \* Code Gambit - Digital card game made in GameMaker
- \* Java-Bank-System - Console banking simulation using Java

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## Experience

Freelance Developer (Self-Initiated Projects)

- Designed, developed, and published personal projects showcasing software and game dev skills.