

Gabriela Bohorquez

COMPUTER ENGINEER

I am a computer engineer who is passionate about game development in different genres and interested in the implementation of Serious Games. I am an active participant in research activities, particularly in the areas of software development, video game development within the educational sector. I was part of the first Jr. Unity Developer Bootcamp developed by Generation Colombia with the support of Unity. Currently Unity Mid Programmer at Indie Level Studio. Part of the Q4 Cohort of WIGI and Amazon Games mentorships as a mentee.

CONTACT INFORMATION



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EDUCATION

- Universidad Santo Tomás Computer Engineering, 2022
- Universidad Internacional de La Rioja (UNIR) Master's Degree in Industries 4.0
- Unity Jr. Developer Bootcamp Generation Colombia

LANGUAGES

Language English Upper Intermediate (C1)

Speaking: Upper Intermediate (C1) |

Writing: Advance (C1).

Language Spanish Native Speaker (C2)

Speaking: Native Speaker (C2) |

Writing: Native Speaker (C2).

CERTIFICATIONS

- Electronic Arts Software Engineering virtual experience program on Forage
- Unity Essentials Junior Programmer
- Introduction to videogames with Unreal Engine
- Artificial Intelligence in Unreal Engine
- Creation of online multiplayer in Unreal Engine

EXPERIENCE

Mid Game Programmer (Unity / Unreal Engine)- Indie Level Studio

September 2023 - Currently

- Build systems and mechanics within the video game engine according to a set of predefined guidelines.
- Ensure that code is provided according to the directions set by the development team.
- Keep the architecture conditions the project leader has specified.
- Develop modular code that follows the basic principles of clean code for easy maintenance and adaptation.

Junior Game Programmer (Unity / Unreal Engine)- Streamline Studios

Feb 2023 - August 2023

- Writing clear, functional, documented and maintainable code according to the game design documentation, adhering to programming standards set.
- Working closely with designers, QA, and other engineers to ensure a great player experience.
- Under limited supervision of the Lead Game Programmer and Senior Programmer, the programmer is responsible for implementing directed tasks to the coding standards and quality level of Streamline Studios, ensuring the code is free of defects and effective.
- Working with the team to improve and continually push our technologies.
- Constantly growing his/her own skills and knowledge as a programmer.

SKILLS

- Research / Projects
- Unity / C# (Intermediate)
- Unreal Engine / C++ (Beginner)
- Leadership
- Game Development