

SUMMARY

Exhibits a strong ability to work in team environments, as evidenced by collaborative roles in game development projects. Shows a high degree of initiative and creativity in UI development and design. Proven ability to manage multiple tasks and projects, as demonstrated by the successful implementation of menu systems. Exhibits strong communication skills, necessary for effective collaboration and project management.

SKILLS

- Experienced in JavaScript and React.js.
- Responsive UI using CSS and Tailwind.
- Skilled in structuring web content with HTML5.
- Creates interactive 3D graphics with Three.js.
- UI/UX design with tools like Figma and Photoshop.
- Version control with Git.

WORK EXPERIENCE

Sunrise Intelligence

Game Developer - Unreal Engine - 2022-2023

- Expanded the mobile menu system to include a dynamic lobby system, an in-game shop, and a comprehensive hero manager, thereby enriching the in-game user interface (UI) and enhancing overall player engagement.
- Designed and implemented debugging tools using Unreal Engine 4, improving bug detection.
- Created comprehensive test cases within Unreal Engine 4 to ensure software quality and functionality.
- Crafted UML diagrams, serving as the blueprint for our design, which was then seamlessly implemented, enhancing the overall project workflow.

Semper Cozy

Game Developer - Unity - 2021

- Successfully developed a menu system, including a deck builder, for the Wolves of Rome project, enhancing player engagement and gameplay progression.
- Contributed to the development of gameplay mechanics and shaders for an unannounced project, ensuring immersive and visually appealing gaming experiences.

EDUCATION

Games Programming - Diploma

SAE Institute - Berlin • 2021-2023

Bachelors of Arts in Audio Engineering

Middlesex University & SAE Institute • 2016-2020

CERTIFICATIONS

Meta - Frontend Developer

Meta - 2023