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PROFILE

Passionate and detail-oriented Video Game Development student with a strong foundation in object-oriented programming (C++, C# and Python) and hands-on experience using Unity and Unreal Engine 5. Skilled in software design patterns, data structures, and system optimization. I am currently focused on integrating artificial intelligence into gameplay mechanics, exploring both technical and creative approaches. My goal is to join a professional development team where I can contribute with my technical skills, learn from experienced peers, and grow as a game programmer. I thrive in collaborative environments and am always eager to take on new challenges that push my learning and creativity further.

LANGUAGES

- Spanish - Native
- English – B2, Intermediate

SEBASTIÁN BARBOSA

EXPERIENCE

Photos & Puntos – Caracas, Venezuela
Graphic Designer and Administrative Assistant
Jul 2017 – Jan 2023

- Edited and retouched photographs using Adobe Photoshop for print and digital materials.
- Created corporate documents and promotional designs.
- Advanced use of Microsoft Office, especially Excel for inventory control and financial reporting.
- Ensured accuracy and formatting consistency across all business documents.

PROJECTS

SthealGame – Stealth Action Game (Unity, C#)
2024 – Personal Project
A stealth game where the player controls a spy escaping from ninja enemies. Developed core gameplay systems using advanced AI techniques including Finite State Machines (FSM), Behavior Trees, and Line of Sight detection. Focused on building responsive enemy behaviors and immersive stealth mechanics.

JellyFish – Roguelike Console Game (C#, Visual Studio)
2023 – Personal Project
A console-based roguelike game featuring turn-based combat and procedural encounters. Implemented gameplay logic using software design patterns such as Strategy, State, and Command. Focused on modularity, reusability, and clear architecture for scalability.

EDUCATION AND CERTIFICATION

Bachelor of Science in Video Game Development
Universidad Argentina de la Empresa (UADE), Buenos Aires – Ongoing

- Actively involved in programming and game design team projects.
- Currently developing a 3D game as a capstone project using Unity.
- Focused on data structures, design patterns, and performance optimization.
- Exploring the integration of AI in gameplay logic and behavior scripting.

High School Diploma
Colegio El Ángel, Caracas, Venezuela – 2020

- Honorable Mention for academic excellence.

Excel Specialization Program (Introductory, Intermediate, Advanced)
Micursointegral – Jan 21 to Feb 4, 2023

- Proficient in advanced Excel features: formulas, pivot tables, data analysis, and task automation.

Adobe Photoshop CC 2017 – Advanced Level
Posa Estudio Creativo – Jul 22 to Jul 23, 2017

- *Advanced image editing techniques including masking, retouching, and layout design.*

SKILLS

TECHNICAL

- Unity (C#)
- Unreal Engine 5 (Blueprints)
- Programming: C# (advanced), C++ (intermediate)
- Microsoft Office (Excel, Word – advanced)
- Adobe Photoshop, Illustrator and After Effects
- Git version control
- Introductory experience with AI tools and logic scripting

Personal

- Effective Communication: Ability to convey complex technical concepts clearly to both technical and non-technical audiences.
- Team Collaboration: Experience working in diverse teams, contributing to shared goals and fostering a cooperative environment.
- Problem-Solving: Strong analytical skills to identify issues and implement effective solutions promptly.
- Adaptability: Quick to learn new technologies and adapt to changing project requirements.