

STEPHANIA CORTES

UNREAL ENGINE PROGRAMMER

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<https://github.com/fetbarcelon>

SUMMARY

Motivated and detail-oriented Unreal Engine programmer with a passion for crafting efficient and scalable solutions. Proficient in C++, C, Java, and adaptable to any programming language. Enthusiastically devoted to mastering game engines like Unreal Engine and Unity. Ready to leverage technical expertise to make impactful contributions within dynamic development teams.

SKILLS

Technical Skills

- C++
- C#
- Unreal Engine
- Unity3D
- Git
- GitHub
- Perforce
- HackPlan
- Trello
- HTML

- CSS
- JavaScript
- SQL

Soft Skills

- Problem Solving
- Organization
- Communication
- Project Management
- Team Spirit
- Enthusiasm to Learn
- Innovation

EXPERIENCE

UNREAL ENGINE PROGRAMMER INTERN | 10/2023 to 12/2023 CDU

As an Unreal Engine Programmer Intern, I collaborated with the team to develop and implement code within the Unreal Engine framework, contributing to the creation and optimization of interactive experiences or games under supervision.

- Assisted senior developers and designers in game development, ensuring timely completion of milestones.
- Implemented game features and UI design using Blueprint, enhancing player engagement.
- Conducted comprehensive testing, identifying and resolving bugs and glitches.
- Documented code changes and development progress for effective team communication.
- Pursued continuous learning in game development technologies and practices, contributing to personal and team growth

UNREAL ENGINE DEVELOPER | 09/2023 to 12/2023

Project & Engine: Zombie Horde – Unreal Engine 5 - GitHub:

<https://github.com/fetbarcelon/ZombieHorde>

- Developed game scripts and behaviors for zombies, enhancing gameplay dynamics.

- Managed post-processing effects for visual enhancements.
- Crafted game storyline with four distinct rooms for varied gameplay.
- Optimized lighting for improved performance and visuals.

UNREAL ENGINE DEVELOPER, MONTREAL, QC | 09/2023 to 12/2023

Project & Engine: Lost – Unreal Engine 5 - GitHub:

<https://github.com/fetbarcelon/Lost>

- Developed and optimized code modules crucial for game functionality, enhancing overall performance and user experience.
- Conducted comprehensive testing procedures and implemented validation protocols, ensuring the robustness and stability of the game's mechanics.
- Managed intricate aspects of gameplay mechanics and refined player input handling mechanisms, resulting in smoother and more intuitive gameplay interactions.
- Designed and crafted diverse maps, scenarios, and levels of difficulty, enriching gameplay diversity and engaging player experiences.
- Collaborated with team members to troubleshoot technical issues and refine gameplay elements, fostering a cohesive and polished final product.

UNREAL ENGINE DEVELOPER, MONTREAL, QC | 09/2023 to 11/2023

Project & Engine: Armored Assault – Unreal Engine 5 - GitHub:

<https://github.com/fetbarcelon/ArmoredAssault>

Environment: GIT, GitHub

- Developed web applications using HTML, CSS, and JavaScript.
- Developed all game scripts and integrated them with game objects, ensuring seamless functionality and efficient performance.
- Engineered a teleportation system facilitating smooth transitions between distinct rooms, enhancing the game's immersive experience.
- Designed the entire game from concept to gameplay mechanics, fostering engaging and coherent gameplay experiences.
- Optimized enemy behavior through pawn function assignment.
- Managed game mechanics and player input for enhanced gameplay experience.

EDUCATION AND TRAINING

LAB -LCI - Montreal, QC

COURSE LANGUAGE

English, **07/2018**

LaSalle College - Montreal, QC

DEC IN COMPUTER SCIENCE TECHNOLOGY - VIDEO GAMES, 12/2023

Autonoma De Occidente University - Cali, Valle del Cauca

Bachelor of GRAPHIC DESIGNER COMMUNICATION, 12/2016

LANGUAGES

Spanish: First Language

English:

C1

Advanced (C1)

French:

C1

Advanced (C1)

REFERENCES

References available upon request.