

STEPHANIA CORTES

Game Developer

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Summary

I'm a trilingual Unreal Engine developer (French, English, Spanish) with strong skills in C++, Blueprints, and gameplay programming. During my internship at CDU Studios Game, I contributed to debugging, optimization, and feature implementation in an Unreal Engine 5 project. My academic projects reflect a professional approach with clean, scalable, and well-documented code. I'm passionate about game development and ready to bring value to your team from day one.

Skills

Unreal Engine 5 • Blueprint • C++ • Unity Engine • C# unity • Software Asset Management • Developer Tools • Version Control Systems

Work Experience

Software Developer

Dec 2024 – present

SOLESTI S.A.S. • Full-time

Remote

Technologies: JavaScript • HTML/CSS • C++ • C# • Git

- Develop, modify, and test the codes and interfaces of web applications.
- Conduct tests to analyze quality, security, and user experience, and propose improvements.
- Establish procedures for continuous review and ensure website maintenance.
- Participate in the design and architecture of websites with designers or clients.
- Evaluate interactive media software to determine their effectiveness.

Unreal Engine Developer

Oct 2023 – present

FETBARCELON • Freelance

Remote

Technologies: Unreal Engine 5 • C++ • Godot Engine • Unity • C# unity

- Develop game features using Blueprints and C++.
- Optimize game performance.
- Collaborate with the team for level and mechanics design.
- Test and fix errors to improve game stability.
- Document development progress for effective team communication.

Unreal Engine Programmer – Internship

Oct 2023 – Dec 2023 • 2 mos

CDU Game Studios • Internship

Remote

Technologies: Unreal Engine 5 • Unreal Engine Blueprint • Perforce

- Develop and maintain game features in Unreal Engine.
- Optimize code and resolve performance issues to improve game fluidity.
- Create user interfaces and interactions with game elements via Blueprints.
- Manage resources (3D models, textures, animations) in Unreal Engine.
- Collaborate with the team to enhance features and fix errors.

Projects

Armored Assault

Sep 2023 – Nov 2023 • 2 mos

Technologies: Unreal Engine 5 • Unreal Engine Blueprint • Git

- Developed game scripts and attached them to game objects
- Created teleportation system for player movement
- Managed game mechanics and player input handling
- Implemented UI systems for real-time player information
- Resolved performance issues and optimized code

Lost

Sep 2023 – Nov 2023 • 2 mos

Technologies: Unreal Engine 5 • Unreal Engine Blueprint • Git

- Developed core game functionality
- Implemented testing for game stability and performance
- Designed and integrated maps with varying difficulty levels
- Created objective and reward management system
- Bug fixing and gameplay experience improvements

Zombie Horde

Sep 2023 – Nov 2023 • 2 mos

Technologies: Unreal Engine 5 • Unreal Engine Blueprint • Git

- Developed zombie scripts and behaviors
- Created post-processing effects for visual ambiance
- Optimized lighting and visual effects
- Implemented attack and detection mechanics
- Managed character animations for dynamic gameplay

Education

DEC: Computer Science - Video Game Programming

Aug 2019 – Dec 2023 • 4 yrs 4 mos

Collège LaSalle

MONTREAL, Canada

Training in C++, C#, OOP, databases, algorithms, and game development with Unreal Engine and Unity. Completed a game development internship. College diploma focused on software development and video game creation. Trained in C++, C#, OOP, databases, and algorithms. Gained hands-on experience with Unreal Engine and Unity, working on 2D/3D game projects and a professional internship in game development.

Bachelor's degree: Graphic Design Communication

Aug 2011 – Jan 2016 • 4 yrs 5 mos

Autonoma De Occidente University

Santiago de Cali, Colombia

Languages

Spanish (Native or bilingual proficiency)

English (Professional working proficiency)

French (Full professional proficiency)