

# MANUEL ORTIZ

## VIDEO GAME DEVELOPER

I am a freelance video game programmer with 3 years of experience in both personal and professional game development projects. Professionally, I have implemented features in AR projects. Additionally, I am an advanced student of the Information Systems Engineering career

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- [github.com/manuelxp95](https://github.com/manuelxp95)
- [manuel-ortiz-portfolio.vercel.app/](https://manuel-ortiz-portfolio.vercel.app/)

## EXPERIENCE

### Freelance game developer

#### 3DAR, Remote

JANUARY 2022 - DECEMBER 2022

- IMPROVED THE SCORING SYSTEM OF AN AR GAME DEVELOPED ON SNAPCHAT.
- IMPLEMENTED A UI SYSTEM AS A BEHAVIOR ENHANCEMENT.
- UPDATED THE PARTICLE SYSTEM TO A MORE EFFICIENT ONE, IMPROVING PERFORMANCE.

## SELF PROJECTS

### 2023 - PSXRobbery (Short Film)

[https://youtu.be/V\\_bPS9pHbRU](https://youtu.be/V_bPS9pHbRU)

I managed to create this short film with a PS1 aesthetic, entirely made in Unreal Engine 5.

### 2023 - Path Between Dimensions

<https://ortizmanuel.itch.io/path-between-dimensions>

Project in 2.5D dimension shift carried out in Unity Engine for the GameDev.tv JAM. Made in 5 days

### 2022 - Bolas Locas

[github.com/manuelxp95/BolasLocas-Unreal5.1.git](https://github.com/manuelxp95/BolasLocas-Unreal5.1.git)

First game in Unreal Engine 5! Try to score all the balls you can!

### 2022 - METEORITOS

[github.com/manuelxp95/Repo\\_cenit](https://github.com/manuelxp95/Repo_cenit)

Have you played Asteroids (1976) BUT IN GODOT.

### 2022 - ROAD TO CARPINCHO

[github.com/manuelxp95/RoadToCarpincho](https://github.com/manuelxp95/RoadToCarpincho)

Adventure game in which you can play as a carpincho, inspired in similar games like Frogger but a little touch of action

## SKILLS

- Unity
- C#
- C++
- Unreal Engine 5 & Blueprints
- Godot
- Git & Github
- Blender
- Python
- Node.js
- Adobe Photoshop

## EDUCATION

### Epic BootCamp ANIMATION | 2023

- UT-HUB

### PRODUCTION AND UNREAL ENGINE COURSE | 2022

- ADVA - ASOCIACIÓN DE DESARROLLADORES DE VIDEOJUEGOS ARGENTINA | 2022

### INTRODUCTION TO UNREAL ENGINE | 2022

- POTRERO DIGITA

### UNITY JUNIOR PROGRAMMER | 2022

- UNITY TECHNOLOGIES

### PIXELAB | 2022

- GOBIERNO, CHACO

### INGENIERIA EN SISTEMAS DE INFORMACION | 2013 - Present

- UTN FRRE, RESISTENCIA

## PORTFOLIO

[manuel-ortiz-portfolio.vercel.app/](https://manuel-ortiz-portfolio.vercel.app/)

