ORTIZ MANUEL

JUNIOR GAME DEVELOPER

SKILLS

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

PROFILE

I am an advanced student of the Information Systems Engineering career. I currently have 1 year of experience working as a freelance developer remotely. I am looking to specialize in video game planning, design and development. I consider myself a predisposed person and desire to learn, a sense of responsibility, dedication and commitment to what I do. I have no problems with individual or group work. I am looking for experiences that enrich my personal and professional life.

SELF PROJECTS

2022 - Bolas Locas
github.com/manuelxp95/BolasLocas-Unreal5.1.git
First game in Unreal Engine 5! Try to score all the balls you can!

2022 - Clicker Test
https://play.unity.com/mg/other/webgl-builds-254626
My first clicker made entirely in Unity!

2022 - METEORITOS
github.com/manuelxp95/Repo_cenit
Have you played Asteroids (1976)? well... this is worse! BUT IN GODOT!

2022 - ROAD TO CARPINCHO
github.com/manuelxp95/RoadToCarpincho
Adventure game in with you can play as a carpincho, inspired in similar games like Frogger but a little touch of action

CAREER BACKGROUND

Freelance game developer
- 3DAR | 2022

EDUCATION

INGENIERIA EN SISTEMAS DE INFORMACION
- UTN FRRE, RESISTENCIA | 2013 - PRESENT

PRODUCTION AND UNREAL ENGINE COURSE
- ADVA - ASOCIACIÓN DE DESARROLLADORES DE VIDEOJUEGOS ARGENTINA | 2022

INTRODUCTION TO UNREAL ENGINE
- POTRERO DIGITAL | 2022

UNITY JUNIOR PROGRAMMER
- UNITY TECHNOLOGIES | 2022

PIXELAB
- GOBIERNO, CHACO | 2022

PORTFOLIO

manuel-ortiz-portfolio.vercel.app/

CONTACT

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