

Yheinson Rojas

Portfolio

Services

Game development Co-development Game Art
AR/VR 2D/3D Animation Porting Metaverse
QA testing Hiring

Technologies

Photon Multiplayer PhysX Blueprints
Metahuman Unity Unreal Engine Node.js

Just look what we can offer:

Graphic tools

Blender Adobe Photoshop Maya Spine

Platforms

 STEAM®  iOS  Android  Meta Quest
 NINTENDO SWITCH  XBOX ONE  XBOX SERIES X  oculus quest
 gog.com  EPIC GAMES  PS4  PS5



Game description: A game in the action-adventure genre, from a third person, in the setting of Scandinavian myths. This is a story about confronting a great evil, when it seemed there was no hope. The story takes place after the Great War of the Gods. The gods lost the war to the army of Jotunheim, but small pockets of resistance still simmer on earth. The game about dynamic and spectacular battles. Epic confrontations between giant jotuns and various monsters.



Development environment: Unreal Engine (C++)

Graphic editors: Blender, Adobe Photoshop, Quixel Mixer

Technologies: Meta-human, Lumen, AI

Genre: Action Adventure 3rd person

Graphic style: Realistic

Platforms: Windows, PS5, Nintendo, Steam, Epic Games.

STREET FOOTBALL

Full-cycle game development

Game design: Development of a new combat system, creation of a GDD, game balance, sounds/music, creation a scenario.

Other: AI bot behavior; Working with 3D characters and animations; Particle system; Shaders; Creating a game HUD and UI/UX.



Graphic editors: Adobe Photoshop, Spine, Figma.

Technologies: Unity Gaming Services, Firebase, Applovin Max, DevToDev, Tianjin, Unity Remote Config

Genre: Sport, Fight.

Game design: game balance and monetization, sounds/music, creation of GDD and technical documentation

Other: Particle system; AI - bot behavior; Animator in the Unity environment; Shaders; in-app; 2D art; AI - creating characters; localization



Hidden object

Goal: Develop an MVP for a game in the Hidden Object genre

Game description: Hidden Objects - objects are hidden on colorful maps, the player will have to find them and improve his cognitive skills. The game is divided into several levels with different types of difficulty; you need to find all the items within the allotted time to move on and uncover the secrets that the game hides.

Full-cycle game development

Development environment: Unity (C#)

Graphic editors: Adobe Photoshop, 3Ds Max, Spine

Technologies: Unity Gaming Services, Firebase

Genre: Hidden Object, puzzle

Platforms: iOS, Android, Windows, Mac OS.

Graphic style: Casual.

Game design: level creation and balance, sounds/music, script creation, GDD creation.

Other: Particle system; Unity and Photoshop integration; Animator in the Unity environment; Shaders; ; Agile methodology; 2D art, 3D art, animation.

Merge

Goal: Develop an MVP for a casual game in the Merge genre.

Game description: Merge is an unusual combination of puzzle and decoration, where the player has complete control of the creative process of decoration and restoration. By combining different materials and forming new tools, the player restores and expands his workshop.

Full cycle game development

Development environment: Unity (C#)

Graphic editors: Adobe Photoshop, 3Ds Max, Spine

Technologies: Firebase, Applovin Max, Unity
Gaming Services

Genre: Puzzle, Merge

Platforms: Android

Graphic style: Casual.

Game design: level balance, sounds/music, creation of GDD and technical documentation, creation of game script.

Other: Particle system; Animator in the Unity environment; Shaders; Scrum methodology; 2D art, 3D art, animation.



Hyper Casual

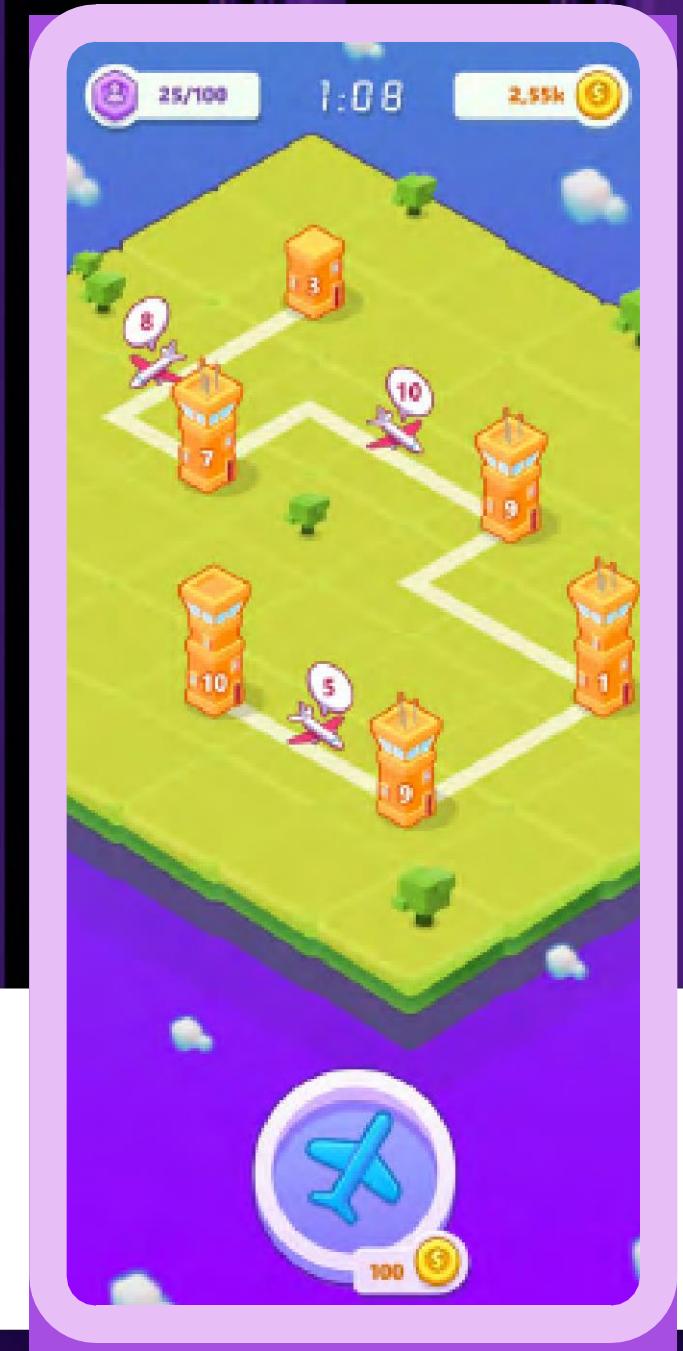
Game description:

Kids Balloon is a children's game for education and self-development.

Blick is a fun puzzle game where you help a ball of light escape by rotating mirrors.

Battle Pusher is a military strategy game where you collect war trophies from the battlefield, improve your army, and capture enemy territory.

AirCorp is a challenging time-management game, managing flights and resources around the world.



Full-cycle game development

Development environment: Unity (C#)

Graphic editors: Adobe Photoshop, 3Ds Max, Spine.

Technologies: Firebase, Applovin Max, Facebook SDK, AppMetrica.

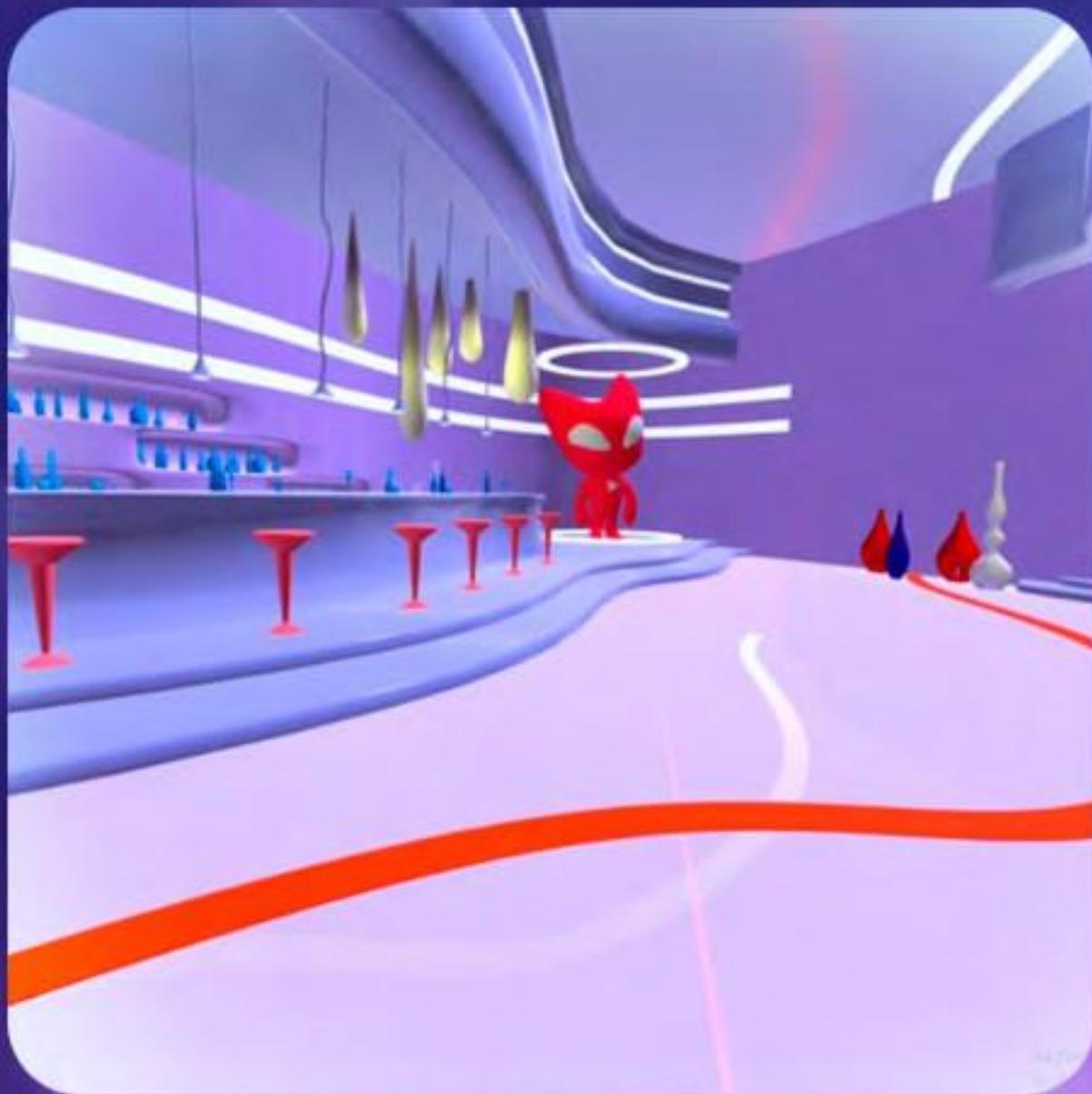
Genre: Hyper Casual, puzzle, Strategy, time-management, education.

Platforms: iOS, Android.

Graphic style: Casual.

Game design: the creation of Pich and balance of levels, sounds/music.

Other: Particle system; Pathfinding Mechanics; Animator in the Unity environment; Shaders; in-app; Support after release; 2D art, 3D art, animation; analytics.



Lobby metaverse

Goal: Develop an online multiplayer game for presenting and selling NFTs

Game description: Lobby Metaverse is a multiplayer game where participants can communicate via voice chat, purchase new NFT clothing items, walk through an NFT gallery, and participate in exciting puzzles and shooters

Full-cycle game development

Development environment: Unity (C#),
JavaScript

Graphic editors: Adobe Photoshop, 3Ds Max,
Figma, Blender

Technologies: Blockchain, NFT,
Addressables, VR/XR, DataBase, Firebase,
Photon, PlayFab, Metamask, webview.

Genre: Metaverse, Shooter.

Platforms: WebGL, VR, Android, IOS

Graphic style: Casual.

Game design: creation of GDD and technical specifications, sounds/music, and game balance.

Other: Particle system; Animator in the Unity environment; Shaders; 2D art, 3D art, animation; dynamic loading of new NFTs; working with lights; high-quality texture optimization; voice communication.



AR Project

Goal: Develop an MVP using AR technology.

Game description: The AR Project is an educational portal for children where, with the help of additional reality, you can view different parts of the world and learn new interesting facts. Using the Create AR-history functionality, you can create creative videos from prepared 3D spaces.

Full-cycle game development

Development environment: Unity (C#), Node.js

Graphic editors: Adobe Photoshop, 3Ds Max, Figma

Technologies: AR Foundation, AR Core, AR Kit, Niantic, FFmpeg, AWS Amazon SDK, Replay Kit, AI, DataBase.

Genre: Education.

Platforms: Android, IOS

Graphic style: Casual, cartoon, realistic.

Game design: creation of GDD and technical specifications, sounds/music, game balance.

Other: Particle system; Animator in the Unity environment; Shaders; 2D art, 3D art, animation; working with lights; high-quality texture optimization.

Cinematics • Trailers

Cinematic production pipeline:

- Developing a creative idea
- Writing a director's script
- Storyboard
- Animatic (animated storyboard with rough sound)
- Preparation of characters and locations
- Installation of animation
- VFX

10+ More than 10 years of experience in UE

45+ More than 45 trailers and cinematics in the portfolio

• Modeling

Characters, weapons and equipment with varying degrees of difficulty. We do:

- Texturing
- Rigging



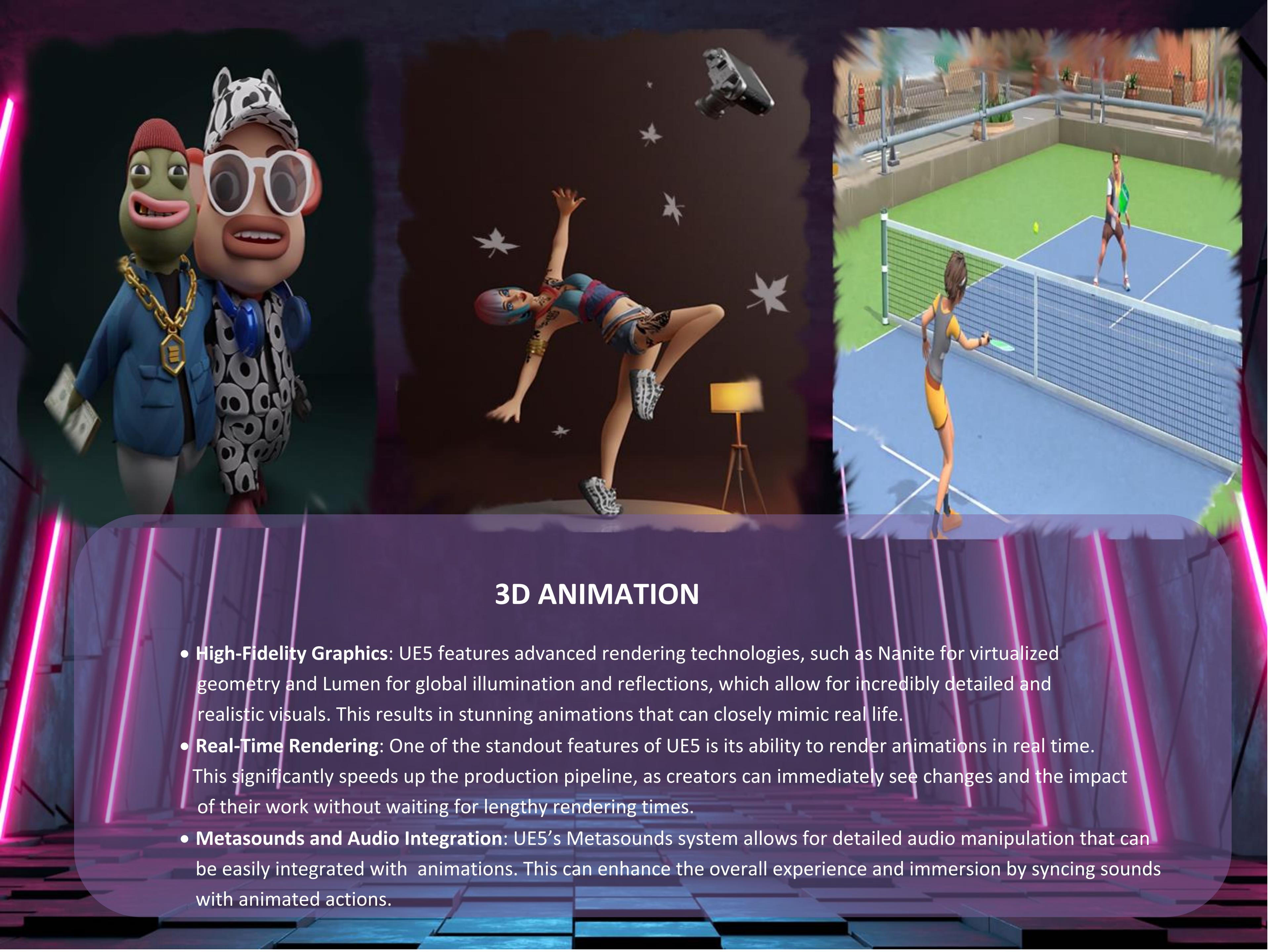
3D Rendering

- **High-Quality Graphics:** Unreal Engine is known for its stunning graphics capabilities, thanks to its advanced rendering technologies, including physically-based rendering (PBR), global illumination, and dynamic lighting systems
- **Real-Time Rendering:** One of the standout features of Unreal Engine is its ability to render scenes in real time. This allows developers and artists to see changes immediately without waiting for lengthy render times, making it ideal for interactive applications and virtual production.
- **Flexible Workflow:** Unreal Engine supports a variety of workflows for different applications, whether it's game development, architectural visualization, or film production. The engine's content creation pipeline is versatile, allowing for easy integration of assets from other software.
- **Blueprint Visual Scripting:** Unreal Engine's Blueprints system lets developers and artists create complex interactions and behaviors without the need for extensive programming knowledge
- This makes it accessible for designers who want to implement sophisticated systems while focusing on visual elements



The advantage of modeling in Unreal Engine 5

- **Real-Time Rendering:** UE5 employs advanced rendering technologies, such as Nanite and Lumen, which allow for highly detailed geometries and dynamic lighting to be rendered in real time. This enables artists to see how their models will look in a game or application as they work, improving the workflow and reducing the need for extensive post-processing.
- **High-Quality Visuals:** The ability to handle vast amounts of polygons with Nanite means that artists can use film-quality assets without worrying about performance bottlenecks. This leads to more realistic and visually stunning environments and characters.
- **Dynamic Lighting and Global Illumination:** Lumen provides highly dynamic lighting and global illumination, allowing creators to achieve more realistic lighting scenarios without the need for extensive light baking or setup, enhancing the overall quality of the visuals.
- **Blueprint Visual Scripting:** Unreal Engine 5 includes a powerful visual scripting system called Blueprints, which allows developers to create interactive experiences without needing to write extensive code. This can streamline the workflow for designers and artists, enabling quicker iteration and prototyping.
- **Expanded Asset Workflows:** UE5 supports a variety of asset formats and has tools for importing and managing assets from different modeling software. This flexibility facilitates a smoother workflow for 3D artists.
- Overall, 3D modeling within Unreal Engine 5 empowers artists and developers to produce high-quality, interactive, and immersive experiences more efficiently and effectively.



3D ANIMATION

- **High-Fidelity Graphics:** UE5 features advanced rendering technologies, such as Nanite for virtualized geometry and Lumen for global illumination and reflections, which allow for incredibly detailed and realistic visuals. This results in stunning animations that can closely mimic real life.
- **Real-Time Rendering:** One of the standout features of UE5 is its ability to render animations in real time. This significantly speeds up the production pipeline, as creators can immediately see changes and the impact of their work without waiting for lengthy rendering times.
- **Metasounds and Audio Integration:** UE5's Metasounds system allows for detailed audio manipulation that can be easily integrated with animations. This can enhance the overall experience and immersion by syncing sounds with animated actions.