Yeferson Manchame

Programmer

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🪪 https://yefersonm.neocities.org

Summary

I am a programmer and game designer with 4+ years in Unity, with experience in Unreal and Godot. I am a skilled Learner who is quick to pick up new skills, and meld into teams. I love taking on challenges, pushing myself and helping others.

Skills

HTML • Java • C++ • C# • Unreal Engine • Unity • Godot • Adobe Suite

Project Experience

SporeFall- (Unity- 3D person Defense) (Designer/Programmer) (Under Development)

- Created an uncommon blend of defense and 3rd person shooter mechanics
- Helped design and conceptualize theme
- Optimized for lower end systems

Ether Drive- (Unity- 3D) (Designer/Programmer) (Game Jam)

- Programmed driving and gameplay mechanics
- Helped design and conceptualize based on Shadow/Alchemy Theme
- Guided and organized team to fit short time constraint

Elemental Harmony- (Unity- 3D) (Designer/ Programmer)

- Created behavior Ai to simulate a smart colony of entities
- Gamified the simulation for user enjoyment

Education

University of Baltimore

Bachelor of Science, Game Design and Simulation, Computer Games and Programming Skills