

ARIE ESKINAZI

GAME & SOFTWARE DEVELOPER



EXPERTISE

Languages: English, Spanish

Programming/Development: C#, C++, HTML, CSS, ASP.NET, SQL, Python, jQuery

Game Engines: Unity, Unreal Engine 5

Database: MySQL

Version Control: Git & GitHub

Creative: Adobe (Premiere, After Effects, Photoshop), Maya, Nuke, Da Vinci Resolve

EDUCATION & TRAINING

Certification in Software Development

The Tech Academy - Portland, OR

- Immersive **Game and Software Developer boot camp** with more than **800 hours** of instruction and **hands-on coding**. Predominantly the program is based on C#/Unity and C++/UE5, along with the fundamentals of Computer Science, Django, .NET Framework, T-SQL/SQL, MVC, CRUD, HTML, CSS, JavaScript, T-SQL/SQL, Agile / SCRUM and web application development.

B.A. Multimedia Studies: Film, Video & New Media

Florida Atlantic University - Boca Raton, FL

CONTACT

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Location: Boca Raton, Florida

[Website Portfolio](#)

[GitHub](#)

[LinkedIn](#)

PROFILE

I am a passionate software developer and video producer with a love for coding and creative content creation. With expertise in game development using Unity and Unreal Engine, I specialize in building immersive experiences and crafting captivating gameplay. Additionally, I bring extensive experience in video editing and creative production. Proficient in software like Premiere Pro, After Effects, and Maya, I combine artistic vision with logical coding to elevate projects. My goal is to create extraordinary worlds, captivating gameplay, and immersive cinematic environments that evoke emotions. As an artist, entertainer, designer, and developer, I blend diverse disciplines to bring remarkable experiences to life.

EXPERIENCE SUMMARY

- C# and C++ Programming Skills:** Proficient in both C# (Unity) and C++ (Unreal Engine) for scripting, enabling effective problem-solving and seamless implementation of game mechanics.
- Unity and Unreal Engine 5 Proficiency:** Developed "Reign of the Barrel Dragon", "Catacomb Quest" and "Treasure Island" using Unity and Unreal Engine 5, displaying expertise in industry-standard game development tools.
- Agile/Scrum Experience:** Contributed to the development of two projects as a member of an Agile/Scrum development team, showcasing collaboration and iterative development skills.
- Creative Game Design:** Created engaging gameplay, challenging obstacles, and visually appealing retro arcade aesthetics, highlighting a keen eye for game design principles.
- 3D Modeling and Asset Creation:** Enhanced visual aesthetics with high-quality 3D models, textures, lighting, particles, and UI elements for immersive gaming experiences.
- Problem-Solving and Troubleshooting:** Resolved challenges related to player movement, complex game mechanics, and asset integration, showcasing strong problem-solving abilities.
- AI Implementation:** Developed intelligent enemy AI systems, adding depth and interactivity to the games.
- User Experience (UX) Design:** Implemented user-friendly menus and strategic checkpoint placement for a seamless gaming experience.
- Innovative Thinking:** Introduced unique game mechanics, like barrel behavior, hidden enemy attacks, and power-up gems, demonstrating creativity and innovation.
- Project Leadership:** Led projects from concept to completion, demonstrating strong initiative and project management capabilities.

EMPLOYMENT HISTORY

Software Developer Intern | Prosper IT Consulting - Portland, OR 2023

- Collaborated on the Unity game "Reign of the Barrel Dragon" and Unreal Engine 5 game "Treasure Island." Assisted in implementing game mechanics, creating immersive environments, and ensuring smooth gameplay experiences.

Sr. Video Editor & Producer | Cerebral - Los Angeles, CA 2022

Video Editor & Creative Producer | TubeScience - Los Angeles, CA 2020 - 2021

Video Editor | Newstation/TheLaw/Videobolt - West Palm Beach, FL 2015 - 2019