STEPHANIA CORTES A.

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PROFILE SUMMARY

I am a motivated and passionate software developer with a strong background in video game programming and 3D computer graphics. A graduate of LaSalle College in Montréal (DEC in Computer Science – Video Game Programming) and holder of a Bachelor's degree in Graphic Design, I bring both technical and artistic skills to my work.

Trilingual in Spanish, French, and English, I specialize in Unreal Engine (Blueprints & C++), with experience building interactive 3D applications, optimizing performance, and designing user interfaces. My academic and personal projects demonstrate my strengths in gameplay logic, problem-solving, and Agile team collaboration using Git, Jira, and Trello.

Currently seeking a full-time Unreal Developer position where I can apply my creativity, attention to detail, and technical expertise to real-time applications, immersive experiences, and cutting-edge visual interaction.

SOFTWARE SKILLS

Programming & Web: C#, C++, Java, Python, JavaScript, HTML, CSS, Node.js, WebGL, UI/UX design, Office 365

Game Engines & Graphics: Unity 3D, Unreal Engine 5 (Blueprints & C++), DirectX

Desktop Development: WPF

Cloud & Tools: AWS, Azure

3D Modeling & Rendering: Maya, 3ds Max, V-Ray, Arnold

RELEVANT WORK EXPERIENCE

Software Developer   December 2024 - Present
SOLESTI S.A.S.; Remote

- Developed and maintained interactive web applications using C#, JavaScript, and Node.js.

- Conducted UX testing and security code reviews to ensure software quality and reliability.

- Collaborated on architectural decisions and technical strategies for customer projects.

- Improved code quality through thorough debugging and testing.

- Assisted in software documentation and version control management.

Unreal Engine Developer   December 2023 – December 2024
FETBARCELON*; Remote*

- Designed and implemented real-time 3D gameplay mechanics using Unreal Engine Blueprints and C++.

- Participated in level design and 3D asset integration aligned with project goals.

- Created and maintained detailed technical documentation and internal knowledge bases.

- Assisted with performance tuning and debugging tasks.

- Collaborated with the development team to improve game features and stability.

Unreal Engine Programmer – Internship   October - December 2023
CDU Game Studios*; Remote*

- Built core game systems and UI components using Unreal Engine C++ and Blueprints.
- Improved game performance and optimized resource usage across multiple projects.
- Integrated 3D models and animations created with 3ds Max and SketchUp into the engine.
- Assisted in testing, debugging, and refining gameplay based on player feedback.
- Supported asset integration and animation workflows.

EDUCATION

DEC – Computer Science Technology: Video Game Programming   February 2024
LaSalle College, Montreal, CANADA

Bachelor's Degree – Graphic Design for Communication   Janvier 2017
Universidad Autónoma de Occidente, Cali, COLOMBIA

VOLUNTEERING & ADDITIONAL EXPERIENCE

Technical Volunteer   September 2024 – present
La Chapelle, Montreal

- Managed and maintained audiovisual equipment for live events and streaming sessions.
- Recorded video content to support church services and community activities.
- Ensured high-quality live stream performance and resolved technical issues in real time.
- Collaborated with event teams to coordinate multimedia presentations and projections.
- Provided technical support and training to new volunteers on audiovisual systems.

Judge   March 2025
Hydro-Quebec Regional Science Fair Finals

- Evaluated and assessed scientific projects presented at the regional finals.
- Provided constructive and detailed feedback to participants to support their development.
- Collaborated with fellow judges to select finalists and award recipients.
- Ensured fair and objective judging according to established criteria.
- Encouraged young scientists by promoting innovation and critical thinking.