

# Mandy Otero

Stewartstown, PA 17363 | 352-262-2714 | aro.freelance@gmail.com

Portfolio: <https://aroragames.com>

GitHub: <https://github.com/aro-freelance>

Software Developer with 15+ published applications. Passionate about game design and development. Dedicated to creating a positive experience for users through intelligent interface design and systems. Inspired to write, create, and design. Committed to learning all aspects of game design, asset creation, and programming.

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## Skills

Unreal Engine 5

C++

Blueprints

Javascript

Kotlin

Swift

Unity Engine

C#

Game Design

Blender

HTML / CSS

XML

Github

Firebase

Room Database

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## Application and Game Development Experience

Top Down RPG (Unreal)

December 2023 -

- Unreal 5.3 Project making use of the Gameplay Ability System framework
- C++ and Blueprints

Action RPG (Unreal)

July 2023 - December 2023

- Unreal 5.2 Project using C++ and Blueprints
- Landscape Design
- Enemy Patrol, Aggro and Attack AI
- Attacks using Root Motion Attacks and Motion Warping
- Action RPG combat using Box Trace and Anim Notifications in Blueprints
- Niagara Effects

Applications from Android to IOS and IOS to Android

January 2023 - June 2023

- After finishing training with XCode and Swift I translated previous projects from Android to IOS and then translated new IOS projects to Javascript Android applications in Android Studio.

IOS Application Development

2022

- Designed, developed and published applications for IOS devices.
- Proficient in using Swift and Xcode to develop clean, performant applications.

## Android Application Development

2020 - 2021

- Designed, developed and published applications for Android.
- Productivity applications such as a Calendar, Tasklist, Photo Journal, and Countdown Timer as well as Dice Games, and a Music Player.
- Well versed in Model, View, Controller Application development process.
- Experienced with building, using and migrating databases.
- UX and UI design

## Match 3 (UNITY)

Spring 2020

- Created a 2D game in Unity utilizing C# in Visual Studio
- Designed the game based on the classic game Memory but utilizing three card matches and implemented a system of hero abilities for the player to select and use
- Integrated a system of Achievement and Daily Quests as well as a currency progression to allow the player to unlock new Heros as well as buy boost items.
- Packaged and released for Android

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## Certifications

Unreal Engine

Unreal Engine 5 C++ The Ultimate Game Developer Course (2023)

Android

The Comprehensive 2021 Android Development Masterclass (2021)

Kotlin Complete Android App Development Bootcamp (2022)

iOS

iOS & Swift - The Complete iOS App Development Bootcamp (2022)

Design

CalArts Game Design: Art and Concepts (2023)

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## Professional Experience

Cloudchief Arcade

December 2014 - Present

PRODUCER & VIDEO EDITOR

- Involved in all aspects of video creation from concept to upload.
  - Conceptualized, researched, and edited 800+ videos.
  - Wrote copy and handled search engine optimization for all videos.
  - Assisted with testing and gameplay recording.
  - Led communication with the community.
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## Education

Trilogy High School

Diploma