

Kayla Tavares de Almeida

Game Developer

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Proficiencies

- C++
- C#
- Unreal Engine (UE4, UE5)
- Object Oriented Design
- Git
- Perforce
- Jira
- Unity

Skills

- Organization
- Quick Math
- Communication

Education

NOV 2024

GAME DEVELOPMENT (BACHELOR OF SCIENCE),
FULL SAIL UNIVERSITY

Project Experience

UI/UX Developer

Sep 2, 2024 – Nov ?, 2024

SpellStorm, **UNREAL ENGINE 5 THIRD PERSON CASTER**

<https://036kayla.wixsite.com/onetiredkayla/spellstorm>

- **Player HUD** including a health bar, **visual tokens based on our custom spellcasting system**, and a crosshair that adapts to what spells you are casting
- **Main Menu** including a Level Select and Settings Menu
- **Pause Menu** that allows access to the Settings and returning to the Main Menu, as well as viewing the Spell Encyclopedia
- **Spell Encyclopedia** displaying all possible spell combinations
- **Settings Menu** allowing for changing **Audio Volumes** and full key rebinding for keyboard, along with resolution settings

UI/UX Developer

Jul 1, 2024 – Jul 25, 2024

MegaDude, **UNREAL ENGINE 4 2.5D PLATFORMER**

<https://036kayla.wixsite.com/onetiredkayla/megadude>

- **Player HUD** including a health bar and alternate fire meter
- **Main Menu** including a Level Select and Settings Menu
- **Pause Menu** that allows access to the Settings and returning to the Main Menu
- **Settings Menu** allowing for changing Audio Volumes and some basic key rebinding, along with resolution settings

Gameplay Mechanics Developer

Dec 3, 2022 – Jan 27, 2023

The Long Night, **UNITY MOVEMENT FPS**

<https://036kayla.wixsite.com/onetiredkayla/the-long-night>

- **Wall Movement** including running all walls by reducing player gravity as well as jumping off walls for better movement
- **Crouching and Sliding** to allow the player to duck behind cover and slide under low walls
- **Time-Slow Ability** to allow for precise gunfights and more precise movement