

Jean Pierre Balepe

Game Developer



Professional Summary

Versatile game developer with hands-on experience in Unity, Unreal Engine, and Godot for 2D and 3D projects. Published *Fallen Hunter*, a 3D action RPG developed in Unreal Engine, and *Case 1963*, a 2D educational puzzle game built with Unity, both released on Steam.

Technical & Language Skills

Game Development: Gameplay & combat systems, camera design, player controls & game feel, AI design, narrative integration, performance optimization, debugging & profiling.

Engines:

Unreal Engine (Blueprints, AI Behavior Trees, Animation Blueprints, Materials/Shaders, Niagara, UMG, optimization & builds),

Unity (C# gameplay, Input System, Animator, Scriptable Objects, Shader & VFX Graph, AI, UI, optimization & deployment),

Godot (GDScript, scene/node architecture, 2D & 3D systems, animations, UI, optimization & exports).

Tools: Blender (3D modeling), Krita & Aseprite (2D art, animation, pixel art), GIMP (sprites), Audacity (sound design), DaVinci Resolve & CapCut (video & trailers).

Languages: French (native), English (fluent).

Education

University of Johannesburg - BSc in Business Information Technology (In progress)

Language

English

French

[My Website: TheDevsBox.io](https://TheDevsBox.io)