

## **Pablo do Amaral Ferreira**

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## **Experience**

### **Revolver Game Studio**

*05/2014 – Present*

This was my first professional experience in the game industry, initially, my job was to develop games in Unity and Unreal Engine. Having completed some advergames, now I work in a game with future launching on Steam, currently, beyond my initial tasks, I coordinate and aid the younger staff work.

### **Minovelt**

*03/2014 – 04/2016*

Minovelt is a brazilian startup, focused in the creation of systems that helps in the coaching process. In it I was part of the birth of its main products, the Castool and the CasLeader. Working in these systems, I could develop my abilities in HTML, CSS, PHP, Javascript, MySQL among others.

### **RW Informática**

*01/2012 - 02/2014*

My tasks in this company was develop a desktop system using the Access framework, I also had the responsibility for the customer service, by phone and personally.

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## **Projects**

### **Valgard and the Armor of Achilles**

*Unreal Engine 4 | Steam Greenlight | Professional Project*

**Programmer / Game Designer**

#### **Responsibilities**

- Build behaviors for enemies, collectibles, guns among other.
- Implement multiple parts of the game, like characters and level behaviors.
- Develop object oriented classes, for game components, like guns and characters making the game highly scalable.

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## Hydra's Tale

Unity 5 | University Course Completion Assignment | Student Project

Programmer / Director

### Responsibilities

- Develop all the programming side and create most of the game design for the game.
- Work close to the artists to ensure high quality real time cutscenes.
- Finalize the scenario, creating specific materials, particles and illuminating the level in addition to oversee the creation of 3D models to ensure visual consistency.

## Space Boy

Unity 5 | Ludum Dare 32 | Personal Project

Solo Project

### Responsibilities

- Build the whole game on Unity 5 with it's editor and C#.
- Modeling the 3D objects for the game, lighting and creation of simple particles.
- Implement all gameplay aspects, including player movement, artificial intelligence for the enemies, projectiles among others.

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## Skills

- **Engines:** Unreal Engine 4, Unity 5, XNA, Corona SDK, Flash
- **Languages:** Lua, C++, C#, AS3, UE4 Blueprints, SQL, PHP, Javascript
- **Application:** Sublime 3, Microsoft Visual Studio & Microsoft Office Word
- **Others:** Subversion, TortoiseSVN, Construct 2, JSON, HTML, CSS, SourceTree  
[Basic understanding of Adobe Photoshop, Adobe After Effects e Autodesk 3DS Max]

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## Education

- **Associate Degree in Digital Games** – University Feevale  
August 2012 – December 2015  
In this course I could learn three of the fundamentals of developing games, art, game programming and game design; during these three years and a half I developed more than 20 games, counting 2D and 3D games using multiple engines.
- **Computer Technician** – Fundação Evangélica  
Graduation from this course brought to me a lot of the fundametalms from proqraming and information technology.

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## Languages

Portuguese – Native / English – Advanced

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