

## **Pablo do Amaral Ferreira**

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## **Experience**

### **Black River Studios**

*01/2018 – Present*

A Brazilian studio focused on mobile and VR games.

### **Revolver Game Studio**

*05/2014 – 12/2017*

Initially my job was to develop games in Unity and Unreal Engine. There I completed some advergames, Later beyond my initial tasks, I coordinated and aid the younger staff work, on the serious games and on Valgard, a PC, PS4 and Xbox One game.

### **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.

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- Develop OO classes, like guns and characters making the game highly scalable.

## 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 cut scenes.
- 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 gameplay aspects, like player movement, enemy AI, among others.
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## Skills

- **Engines:** Unreal Engine 4, Unity, 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  
I could learn three of the game dev fundamentals, art, programming and game design; during this time I created 20 plus games, counting 2D/3D games using multiple engines.
  - **Computer Technician** – Fundação Evangélica  
Graduation from this course brought to me a lot of the fundamentals from programming and information technology.
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## Languages

Portuguese – Native / English – Advanced / French - Basic

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