

## Experience

### [SIDIA - Black River Studios](#)

12/2017 – 01/2021

Corporate size company where I worked in Unity (C#), creating prototypes, tools and various polished features for one VR and two mobile games. All in maintainable code with useful documentations for the team, and for project audit processes (as a project leader).

### [Revolver Game Studio](#)

05/2014 – 12/2017

Involved in all parts of game development, delivered 4 projects for PC using Unity and Unreal Engine 4. Also represented them in events, closing a deal to launch our game at Playstation 4.

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## Game Projects

### [Idle Idol](#)

Android | Unity

Generalist eng. from pre-production to project end. Worked with game 3C's, monetization, skins, server save, notifications, localization, UI, audio, optimisation etc.

### [Magichestra](#)

VR - Windows Mixed Reality | Unity

Implemented two key aspects of the game, rhythm gameplay and gesture recognition system. Created a system to sync the environmental FX with the music, enabling higher quality visuals.

### [Valgard and the Armor of Achilles](#)

Steam | UE4

Generalist programmer involved in all the game's parts regarding code. Implemented features like local co-op, weapons, characters, enemies, particles effects, level behaviors, audio, etc.

### [Space Boy](#)

Master's thesis research | Unity

Master's focused on games performance. I created two identical games, one in OOP, and other with Data Oriented Design using Unity's DOTs, to compare performance effects between them.

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## Education

- **Master's degree** in Software Engineering 2019 – 2021
  - **Specialization** in Digital Games Development 2018 – 2019
  - **Associate Degree** in Digital Games 2012 – 2015
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## Languages

Portuguese – Native | English – Advanced | French – Intermediate