Pablo do Amaral Ferreira   **Portfolio:** www.pabloamaral.com
E-mail: ferreira_pablo@ymail.com   **LinkedIn:** www.linkedin.com/in/pabloamaralf

Experience

East Side Games   **03/2021 – Current**

Beyond being a key knowledge holder on The Office game guiding other developers, I also contributed to speeding up live-ops content delivery using a CDN pipeline, improved the game stability with online error reporting tools and developed systems integrating online balance, with client configurable visuals, creating a highly customizable game for designers and artists.

SIDIA - Black River Studios   **12/2017 – 01/2021**

Worked in Unity (C#), creating prototypes, tools and various polished features as a first-party developer of Samsung, for one VR and two mobile games. All in efficient and clean code.

Revolver Game Studio   **05/2014 – 12/2017**

As a generalist programmer, delivered 4 projects for PC using Unity and Unreal Engine 4.

Game Projects

The Office Somehow We Manage   **iOS/Android | Unity**

From beta to live-ops for over 500k players, drove multiple features, interacted with external teams, supported content delivery, wrote technical docs, guided less experienced engineers with code support and reviews, participated in planning, identifying risks and providing solutions.

Magichestra   **VR - Windows Mixed Reality | Unity**

Drove vital aspects of the game, including early prototype validations, rhythm gameplay, gesture recognition system and an environmental FX musical sync system, for higher quality visuals.

Valgard and the Armor of Achilles   **Steam | UE4**

3D project heavy on linear algebra, rigid body dynamics, character behavior development etc.

Education

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

Languages

Portuguese – Native | English – Advanced | French – Intermediate