

Summary

- 5 years experience in Unity and C#, with a focus on 3D environments, UI, game systems, and networking
- Highly experienced in working as part of a team, both professionally and in personal projects
- Excellent understanding of Agile development methods and project management software such as Jira
- Experience with git hosts, such as GitLab, GitHub, and Bitbucket
- Drive to learn and work with new technologies, tools and techniques

Experience

Relish Studios, Toronto - Unity Developer

June 2022 - June 2024

- Implemented games' UIs with a MVC design pattern in Unity with C#
- Created VFXs and animations using DOTween, Shader Graph, and Unity's Particle system
- Reviewed other devs' work and assisted in the onboarding of new co-workers
- Created debug tools for QA, and editor tools for level designers
- Worked on mechanics for 2D match-3 game, and physics based dice rolling for mobile board-game

Allied Technical Solutions, Toronto - Unity Developer

January 2020 - June 2022

- Programmed base mechanics and UI for WebGL and Standalone Windows applications using Unity, C#, and Javascript
- Implemented and maintained VR mode for a Standalone Windows application using Unity and C#
- Created in-engine editor tools for 3D artists
- Implemented networking functionalities such as Login, Sign Up and data transfers through web calls
- Worked closely with QA, Backend, and UI/UX teams to make sure the applications' releases were successfully reached on time

Centennial College, Toronto - Game Developer

July 2019 - December 2019

- Programmed mechanics for VR experience, actively searching for and eliminating issues/bugs
- Created level prototypes within Unity and assisted artists in understanding each level's requirements
- Effectively communicated with project lead, developers and artists

Education

Centennial College, Toronto - Game Development Advanced Diploma

September 2017 - December 2019

Universidade do Estado do Rio de Janeiro, Rio de Janeiro - Bachelors of Computer Science (2 yrs)

September 2013 - April 2015

Experience

PCH Treasure Match, at Relish Studios - Match-3 Game for iOS and Android

December 2023

PCH Treasure Match is a mobile match-3 game and is part of the greater PCH mobile system.

- Developed in Unity using C#
- Gave me a chance to work more closely with artists and implement VFXs and animations using DOTween and Unity's particle system

PCH+, at Relish Studios - Casual Game for iOS and Android

December 2022

PCH+ is a mobile app featuring casual, quick-play games that offer users a chance to win real-world prizes. Players travel through a world map, playing mini-games, earning tokens, and entering sweepstakes along the way.

- Developed in Unity using C#
- First time using MVC pattern to implement UI and a chance to create debug tools for QA on mobile

Visual Spec Builder, at ATS - Design Application

September 2020

Visual Spec Builder is a cloud-based tool that allows the user to dynamically configure products in a 3D space to create real-time high-resolution room renderings. It was developed in Unity using C# and Javascript.

- Developed in Unity using C# and Javascript
- Allowed me to improve my skills with networking, VR, and UI in Unity

Immersed, at Centennial College - VR Experience

October 2019

Immersed is a VR experience created by Centennial College in partnership with Artscape. It was featured in Toronto's Nuit Blanche in 2019.

- Developed in Unity using C#
- Gave me the opportunity to showcase my work at a big convention

Unga Bunga, at Centennial College - Platformer Game

January 2019

Unga Bunga is a 2D platformer game developed during 2019's Global Game Jam.

- Developed in Unity using C#
- First time I published a project with a team of developers