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SUMMARY

Unity developer with nearly a decade of hands-on experience building games independently, and 3+ years of professional C# development. Comfortable working across the full Unity stack: gameplay systems, UI, animation, VFX, and asset integration. Strong OOP foundation, experienced with Scriptable Objects, Animator, and Unity Particle System. Currently expanding into Unreal Engine VFX.

PROJECTS

Doors25 | Unity 3D | C# | In Development

2023 - Present | store.steampowered.com/app/2601790

- 3D tower defense roguelite — sole programmer and visual artist across nearly 2 years of development
- Designed and implemented a generic reusable tower system using Scriptable Objects and interfaces
- Built full animation pipeline including inverse kinematics for character movement
- Created all particle effects, VFX, and 3D visual assets
- Extended Unity Editor with custom inspectors and tooling for game configuration

Pass-Through Bobby | Unity 2D | C# | Released

Game Jam — UDC Jam #26

- 2D puzzle platformer built solo — designed and implemented collision toggle mechanic as core gameplay system
- Handled all programming and pixel art assets

Cold in the Night | Unity 2D | C# | Released

Game Jam — Spooky 2D Jam 2022 | Windows / Linux

- Atmospheric puzzle game — sole programmer, implemented light/shadow system as central puzzle mechanic
- Cross-platform build for Windows and Linux

Super Sandwich Mania | Unity 2D | C# | Released

WebGL — [playable in browser](#) | [Rated 4.5/5 on itch.io](#)

- Complete game loop implementation including UI systems and game state management

SKILLS

Engine	Unity (8+ years) Unreal Engine (learning)
Languages	C# Python .NET
Unity	Scriptable Objects Animator VFX Graph Particle System UI/Canvas Physics
VFX	Unity VFX Graph Unreal Niagara Stylized Effects
Tools	Git GitHub Blender 3D Modeling Pixel Art
Languages	Portuguese (native) English (fluent)

CERTIFICATIONS

- Unity VFX Graph - Beginner to Intermediate
- Visual Effects for Games in Unity - Beginner to Intermediate

- Visual Effects for Games in Unity - Stylized Explosion
- Unreal Engine - VFX for Games - Beginner to Intermediate

PROFESSIONAL EXPERIENCE

ANDRITZ | Fullstack Developer

February 2024 - November 2025

The Quantic Hub | Backend Developer

January 2022 - November 2022

Techmatters | Backend Developer

February 2021 - January 2022

CRM7 | Developer

February 2020 - February 2021