

Murillo Pugliesi Lopes

Unity game developer

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WORK EXPERIENCE

Unity Developer, Pipa Studios - *Oct/2017 - present* - São Paulo, SP

- Developing the front end of a bingo game app using Unity and C#.

Unity Developer, Numerical Offshore Tank - *Aug/2016 - Oct/2017* - São Paulo, SP

- I was accountable for developing and maintaining the Vessel Simulator for Numerical Offshore Tank (TPN) at University of São Paulo using Unity engine and C#. Working closely with the back-end developers to implement new features and fix bugs.
- Successes include creation of a tree system that works with GPU instancing that fill large areas with billboards trees and upgrading the old network system into UNET.

Unity Developer, Kinship Entertainment - *Apr/2016 - Jan/2017* - São Paulo, SP

- Developed an app that connect with a microchip via Bluetooth and gathers user's movement information.
- Unity Developer using C#, PHP and MySQL

Unity Developer & Lead Programmer , Farofa Studios - *Jul/2013 - Nov/2015* - São Paulo, SP

- I was in charge of game design and programming, using Unity3D for mobile games and HTML5 (CreateJS/ Construct2) for web-browser games.
- Created tools to help the development of the studio.

Flash Developer, Editora Globo - *Jun/2012 - Jul/2013* - São Paulo, SP

- I was in charge of developing new content to the flash based MMO for kids, such as new games, new functionalities and bug fixes using ActionScript 3.0, Flash Builder and Adobe Flash.
- Developed a mobile game called Plic-Ploc-Plac using Unity3D and C#.

Freelance Jobs

- Science Kombat: A fighting browser game that you can play as Einstein, Darwin and other scientists. Created for Super Interessante magazine.
- Kids Dragon Game: An AR mobile game that uses the shoes box as play field. Created for Kids Shoes.
- BS Tractor: A simple 2D physics car game. Created for BSToys.

SIDE PROJECTS

Invebit: Developed an app to help brazilian people invest in cryptocurrency cloud mining. The project was created in Unity and using REST php api.

SoundManager Asset: Open source sound manager created for Unity.

CERTIFICATION

2016 Unity Certified Developer

EDUCATION

2013 B.Sc. in Game Design, University Anhembi Morumbi

- Conducted a project on comparative analysis of 10 predictive data-mining techniques and authored 2 papers on the topic.

TECHNICAL SKILLS

Unity, Flash, MySQL, Git, C#, SQL, PHP, Action Script 3.0, HTML5

LANGUAGES

Portuguese, English, Spanish.