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STEVEN NOBREGA, UNITY DEVELOPER

SKILLS

- Proficient in Unity & C#
- Well-versed with Git Distributed VCS
- Experienced with HTML5 & CSS
- Adept with Photoshop and Illustrator
- Skillful with After Effects and Audition
- Knowledgeable with the MDA Framework
- Practiced in Agile, Waterfall, and Scrum methodologies.
- Efficient with CineMachine, FUNGUS, Unity ProBuilder, and XR Interaction Toolkit

EXPERIENCE

“The Best Defense...” – *Programmer/Designer/Manager*

September 2019

In this collaborative project, I proposed and created the initial concept of a twin stick shooter. Collectively my team and I iterated upon the scenario, expanding on the concept. Liaising with an independent art team, we were able to fulfill our visual aesthetic needs. I primarily acted as a programmer and designer. Utilizing Unity & C# I produced key mechanics including projectile absorption & behavior, invincibility frames, along with a modular sound and music script.

“An (Almost) Never Ending Journey” – *Programmer/Gameplay Designer*

September 2020 – Game Jam

My team and I decided to create a simple 2D platformer with the unique feature of inverting gravity. My role in this project was to create core gameplay concepts and mechanics involving player movement, physics, camera behavior, collision, and level design. I also spearheaded several creative decisions. Unity & C# were utilized to accomplish my tasks with utmost speed and efficiency.

“Some FPS” – *Sole Developer*

April 2021

For this first person shooter proof of concept, I acted as the sole developer. Employing Unity & C#, I developed player actions and systems, weapons with unique properties, enemy AI, and a leaderboard. Working with Adobe Photoshop and Illustrator, I created art for the User Interface. Additionally, I utilized shaders and post processing in order to refine

visual feedback. Moreover, I produced sound effects through the use of Foley and Adobe Audition.

EDUCATION

Centennial College – School of Communications, Media, Arts and Design – *Game Development, Ontario College Advanced Diploma*

September 2017 – April 2021

- Project Management
- Audio foundations
- Game Theory and design fundamentals, UI and UX
- 2D and 3D graphics production, animation and cinematography
- C# and various plugins within the Unity Engine
- Git Version Control

AWARDS

Certificate of Distinction, – *Awarded by University of Waterloo*

Beaver Computing Challenge, 2015