

Daniel Filgueira Bezerra

Game Developer

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SUMMARY

Experienced game developer specializing in Unity and C#. Proven leader with a strong track record in creating high-quality applications for mobile and PC. Skilled in cross-disciplinary collaboration, tool development, and performance optimization. Passionate about delivering impactful digital experiences while supporting clients' unique goals and values.

SKILLS

- **Programming Languages:** C#, C++, Python
- **Game Engines:** Unity (2D, 3D and VR), Unreal, Godot
- **Tools:** Git, Jira, Jenkins, Unity Cloud Services, VS, Rider
- **Agile Methodologies:** Scrum, Kanban
- **Soft Skills:** Leadership, Collaboration, Proactiveness, Problem-solving, Communication

EXPERIENCE

Globant - *Game Developer (Consultant to Zynga)*

JULY 2023 - PRESENT

- Developing and optimizing gameplay for *Harry Potter: Puzzles and Spells* using Unity.
- Collaborating with a cross-functional team to deliver updates and enhance the game's performance, deploying across multiple platforms.
- Implementing features and troubleshooting issues to ensure a smooth user experience.

Tapps Games - *Game Developer & Tooling Specialist*

FEBRUARY 2022 - JUNE 2023

- Developed Unity games including *DinoQuest 2*, *Cult Summoner*, and *PetShop Fever*.
- Part of the Tooling team, creating Unity tools that improved the efficiency of multiple teams.

Cin/Samsung - *Software Engineer*

JULY 2018 - JANUARY 2022

- Developed UWP apps including *Samsung Gallery* and *Samsung Studio Plus*.
- Led a team of Unity developers on unpublished projects, focusing on gameplay mechanics, physics, and graphics optimization for VR environments.

EDUCATION

Universidade Federal de Pernambuco - *Bachelor's Degree in Computer Science*

MARCH 2016 - OCTOBER 2021

Focus on GameDev, with relevant and recognized projects such as Songverse and MySoundtrack.