Davi Guindani | Python Developer

davigpvieira@gmail.com |

GitHub: https://github.com/Davi-Guindani

Skills: Python, C, C++, Matplotlib, NumPy, Pandas

PYTHON PROJECTS

Email marketing automated report system —

Personal Solo Project - December 2022 - Present - GitKraken/LFS/Colab

- Unreal Engine 5.3: Sole Designer & Programmer
- **System Design** features: building, crafting, PVP, clans, graphic settings, and a variety of other survival **gameplay mechanics** that are all multiplayer replicated
- Scripted in UE blueprints and C++
- Online client-server based & listen server capable multiplayer
- October 31st, 2024 release on Steam & Xbox Series X/S. Available to wishlist on Steam
- Presented at ECGC 2023

Warfront — In development - Online Multiplayer FPS Game

Personal Group Project - December 2023 - Present - February 2023 - GitHub Desktop/LFS/Colab

- Unreal Engine 5.2: Designer, Programmer, & Animator
- **Gameplay Design** features: advanced ranged & melee weapon mechanics PVP style, camera and graphic settings, local AI bot game modes, and more FPS **mechanics** all multiplayer replicated
- UE blueprints and C++ featuring Counter Strike and COD like system & gameplay mechanics
- Online client & listen server capable multiplayer
- April 2024 release on Steam & Xbox Series X/S. Available to wishlist on Steam
- Student team lead & project manager with 3 other teammates

Extraordinary Fighter — Local Multiplayer Fighting Game

Personal and Group Class Project - February 2023 - April 2023 - Github Desktop/Colab

- Unreal Engine 5.2: Student team lead & project manager with 4 other team members
- Local multiplayer traditional fighting game
- Scripted all system & gameplay mechanics using UE blueprints
- **Designed** a hyper-photo realistic **level** inspired by HPU's campus & used **MetaHuman** to create Dr. Nido Qubein, the president of HPU, as a playable fighter

EDUCATION & AWARDS

Undergoing Bachelor's Degree in Computer Science

High Point University, High Point, NC - May 2026