Eduardo Yukio Rodrigues
Game Programmer

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Profile

- Recently graduated in Computer Science (IME-USP), I also studied Computer Engineering (Poli-USP) for 4 years.
- Passionate about games, I developed 2 in an internship at Tapps Games, 7 in college and 9 in game jams.
- Accumulated over 1 million downloads on the professional games and reached Top 7 in a jam of 1800+ games.
- Looking for a game programmer position to apply my implementation and collaboration skills.

Work Experience

Tapps Games – Programming intern   May/2017 – Aug/2017

- Collaborated regularly with designers, artists, musicians, QAs and other programmers in the creation of the mobile games Match the Emoji (puzzle) and Wedding Salon Dash (simulation), which reached more than 500,000 downloads each.
- Used an internal engine together with the Lua language to implement the main, settings and shop screens in both games.
- Modified, reorganized, extended and optimized the existing code base to develop gameplay elements such as: energy, hints and progression systems; minigames; interactive objects; feedback balloons and popups.
- Participated in code reviews using Git and Bitbucket, logged bug fixes and time estimates on Jira.
- Contributed with the documentation on Confluence, helping new members with onboarding and pull requests.

Projects

Fallen Angel – Programming, design, art, music | Demo | Code | Play |
Unity/C# | 2D Vertical-scrolling shooter | Solo project | Windows, Linux, Web

- Created the entire game by myself, from scratch, in 48h. Made the music on LMMS, pixel art on Aseprite, and sound FX with Bfxr and Audacity.
- Achieved Top 282 in fun and 389 in audio, out of 1145 games. 1st time producing music (Game Jam: Ludum Dare 48).

Nothing Matters – Programming, design | Demo | Code | Play |
Godot Engine | 2D Puzzle-platformer | 8 people team | Windows, Linux, Web

- Implemented player movement; pick, drop and use items; two items (boots and shield), and over 70 bugfixes.
- Achieved Top 7 in innovation, 63 in theme, 111 in audio, and 149 overall, out of 1883 games (Game Jam: Ludum Dare 45).

Mechanical Playground – Programming, design | Demo | Code | Play |
Unity/C# | 2D Action-platformer | Solo project | Windows, Linux, Web

- Developed more than 20 mechanics, such as: wall jump, teleport, melee attack, parry, reflect projectile and create platform.
- Created a system where the player can choose any set of 6 mechanics and use them in harmony.
- Implemented finite state machines using the design pattern State to structure the characters' mechanics, making the code modular, which facilitated its reading, debugging and extensibility.
- Improved the game feel by implementing UX focused elements such as Coyote Time, Jump Buffering and Screen Shake.

Dentinho Virtual – Programming, design | Demo | Code | Play |
Unity/C# | Virtual pet simulation | 7 people team | Android

- Led a team of 7 programmers most of whom had no experience with Unity, C# and GameDev in general.
- Taught technologies, delegated tasks, monitored progress and gave feedback, ensuring the autonomy of each member of the team.
- Used mob programming at the beginning and pair/trio from halfway through the project, promoting teamwork.
- Implemented unit and integration tests, working with Continuous Integration using GitHub Actions.
- Applied Agile principles such as continuous software delivery, quick response to changing requirements, and frequent feedback meetings with customers.

Education

Bachelor in Computer Science (finished)	IME – Universidade de São Paulo	Feb/2018 – Mar/2021
Bachelor in Computer Engineering (unfinished)	Poli – Universidade de São Paulo	Feb/2014 – Aug/2017

Extracurricular activities

- Created games and managed publications on Itch in the extracurricular group USPGameDev, for more than 3 years.
- Participated in 9 Game Jams: 4 Ludum Dare Jam (in group, 72h); 3 Ludum Dare Compo (solo, 48h) and 2 Global Game Jam.
- Did voluntary work in the Brazilian Symposium on Computer Games 2016, in the organization and public information team.

Languages

- Portuguese: native; English: advanced.