FELIPE ANDRES GARCIA PEREIRA

Game Designer | Unity Specialist | Versatile Game Developer

Portfolio: https://feangapegamedev.github.io/portfolio-game/

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Professional Summary

I'm a Game Designer and Unity Developer with 3+ years of experience crafting engaging gameplay mechanics and building immersive worlds. I love designing intuitive UI, refining character movement, and creating gameplay systems that feel seamless and rewarding. My hands-on experience includes UI/UX, character controllers, interactive object systems, and machine animations, always with a focus on usability and immersion.

I enjoy the creative process of game development, from problem-solving to fine-tuning mechanics that enhance player experience. Whether working on gameplay flow, collaborating with teams, or iterating on design ideas, I strive to make interactions feel natural and fun. I believe that good design is about clarity, iteration, and attention to detail.

Technical Skills

Core Competencies: Game Design, Gameplay Programming, VR Development, UI/UX Design, Narrative Design

Game Engines: Unity (Advanced), Unreal Engine (Beginner)

Programming Languages: C#, C++, Unreal Blueprints

Tools: Blender (Beginner), Wwise (Beginner), Reaper (Beginner)

Version Control: Git, GitHub, Bitbucket, SourceTree

Professional Experience

Game Developer
Trimble Virtual World • January 2023 – Present

- Began working with Trimble as part of a university capstone project and transitioned into a professional role upon graduation.
- Worked with two universities, several Trimble dealers, and contributed to the project being presented at the Dimensions conference, where it received case studies and positive

user feedback. The project is still in development and continues to evolve based on industry input.

Key Achievements:
- Designed and implemented the Main User Interface, ensuring an intuitive and efficient user experience.
- Developed the Run Mode HUD to provide real-time feedback on task progress and equipment status.
- Created and optimized the Character Controller, including smooth movement, animations, and avatar selection.
- Built the Interactive Objects System, enabling object selection, usage, pickup, and drop mechanics.
- Implemented Machine Animations for surveying tools, ensuring realistic movements and interactions.
- Developed the 3-Wire Leveling System, simulating real-world leveling measurements for training.
- Designed and implemented the Stake Layout System, enabling precise placement for surveying and construction tasks.
- Integrated real-time feedback loops, precision-based gameplay elements, and structured task progression, making the learning process more interactive and engaging.
- Collaborated with a team of four developers, maintaining daily communication via Google Chats and organizing tasks through Jira.
- Used Bitbucket and SourceTree for version control and project management.

Personal Projects

Physics-Based Touch Interaction Game (In Development)
- Developing a Unity project where players interact with characters using touch controls and mesh deformation.
- Implementing physics-driven mechanics to influence character movement, similar to *Lemmings*, but requiring direct physical interactions.
- Designing intuitive touch gestures to push, tap, or manipulate characters, ensuring responsive and engaging gameplay.

Untitled Unreal Project (In Development)
- Collaborative project with a sound engineer and composer to experiment with immersive environments.
- Focused on level design and world-building to create a space where sound and visuals shape the player's emotions.
- Experimenting with dynamic lighting, spatial audio, and interactive elements to create a deeply immersive, almost meditative experience.

Education

Bachelor of Product Design

Major: Applied Immersive Game Design

University of Canterbury, Christchurch, New Zealand • Graduated: March 11, 2024

- Gained skills applicable to roles such as Game Designer, Programmer, Level Designer, UI/UX Designer, Technical Artist, and AR/VR Engineer.

Certifications and Ongoing Learning

- Complete C# Unity Game Developer 3D (Updated to Unity 6) – Udemy
- Complete C# Unity Game Developer 2D – Udemy
- Complete Blender Creator – Udemy
- Unreal Engine 5 C++ Developer: Learn C++ & Make Video Games – Udemy