FELIPE ANDRÉS GARCÍA PEREIRA

Game Designer

Unity Specialist | Versatile Game Developer

I'm a Game Designer and Unity Developer with over 3 years of experience. I excel in intuitive UI design, character movement, and seamless gameplay systems. My expertise spans UI/UX, character controllers, interactive object systems, and machine animations. I thrive in the creative process of game development, aiming to make interactions feel natural and fun. I believe good design is about clarity, iteration, and attention to detail.

Contact information

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- in [Felipe's LinkedIn](#)
- 💼 [Portfolio](#)

Education

Applied Immersive Game Design
Bachelor of Product Design (2024)
University of Canterbury.
Christchurch, NZ

Udemy
- C# Unity Game Developer 3D
- C# Unity Game Developer 2D
- Blender Creator
- Unreal Engine 5 C++ Developer

Skills

- **Design:** User interface/ Systems/ Content.
- **Engines:** Unity / Unreal
- **Programming:** C#/ C++/ Unreal bluprints/ JavaScript
- **Modelling:** Blender
- **Source Control:** Git/ GitHub/ Bitbucket / SourceTree/ Jira

References available upon request

Experience

Game Developer   *Jan. 2023 – Present*
Trimble Virtual World

Started with Trimble during a university capstone project and transitioned into a professional role upon graduation.
Collaborated with two universities and several Trimble dealers, contributing to the project's presentation at the Dimensions conference, where it received case studies and positive user feedback. The project is still in development.

Key Achievements
- Designed and implemented the Main User Interface for an intuitive user experience.
- Developed the Run Mode HUD for real-time feedback on task progress and equipment status.
- Created and optimized the Character Controller, including smooth movement and animations.
- Built the Interactive Objects System for object selection, usage, pickup, and drop mechanics.
- Implemented Machine Animations for realistic movements and interactions.
- Used Bitbucket and SourceTree for version control and project management.

Personal Projects
Physics-Based Touch Interaction Game (In Development)
- Unity project with touch controls and mesh deformation for character interaction.
- Physics-driven mechanics for direct physical interactions, similar to Lemmings.
- Intuitive touch gestures for responsive and engaging gameplay.

Untitled Unreal Project (In Development)
- Collaborative project with a sound engineer/composer to create an immersive and meditative game experience, incorporating lighting, spatial audio, and interactive elements.
- Level design and world-building techniques to shape player emotions through sound and visuals.