Isadora Luiza Muller

321-527-6958 | isamuller2003@gmail.com

Education

GAME DEVELOPMENT BACHELOR'S DEGREE | 2021 | FULL SAIL UNIVERSITY
- Course Director's Award
- 3.6 GPA

Skills & Abilities

PROGRAMMING LANGUAGES
- C++, C#, HTML, CSS

SPOKEN LANGUAGES
English, Portuguese, Spanish (intermediate)

SOFTWARE
- Unity, Visual Studio 2019, MS Office, Tortoise Git, GitHub Desktop, DirectX11, Gateware, Maya, FBX

GENERAL
- Adaptable to new environments, works well in groups, has an easy time learning new skills and communicating with people from other departments such as artists and designers. Proactive, organized, and passionate about doing the best work I can put out there.

INDUSTRY TECHNIQUES
- 3D physics and OOP, lighting techniques with vertex and pixel shaders (HLSL), frustum culling, back-face culling, behavior trees, minimax, flocking mechanisms, path-finding algorithms (breath-first, depth-first, greedy, A*, JPS+), multithreading, sorted and flagged pools, collision detection, shadow mapping.

Project Experience

GAMEPLAY AND UI PROGRAMMING | ALCHEMIST QUEST | 2020 OCTOBER – 2020 DECEMBER
- A 3D top-down shooter game where you are a mage that goes through the forest killing monsters, combining elements to use different skills. This was a 3-month project that I participated with 3 other students. It was built in Unity and I worked on gameplay mechanics (player controls and enemy spawning system) and also UI menus and audio set-up.

GAMEPLAY, SYSTEMS AND UI PROGRAMMING | PENTADVENTURES | 2021 SEPTEMBER – 2021 DECEMBER
- A D&D inspired 3D turn-based hex-grid exploration and combat game. In this game I worked on most major systems and gameplay mechanics, including our party system, turn system, out-of-combat interactions, in-combat functionalities (such as attacking, specials, healing), inventory system, quest system, audio integration, camera behavior, game integration and bug fixes. Not only that I did all menus and in-game GUI.

Extra

GAMES THAT I LIKE: League of legends, Fallout 4, Zelda BOTW, COD, CS: GO, Assassin's Creed, Monster Hunter World, For Honor, Mario Kart, D&D, Spider Man, Link's Crossbow Training, Wii Sports, The Witcher 3, Overcooked, Moonlighter, Minecraft