Leandro Dornela Ribeiro

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leandrodornela.github.io

Skills

- ***Game Programming:*** Gameplay and UI programming.
- ***Graphics and Math programming:*** OpenGL, GLSL, vector and matrix math.
- ***Programming Languages:*** C++, C, C# and JavaScript.
- ***Development Tools:*** Microsoft Visual Studio, Microsoft Visual Code, CodeBlocks and GitHub.
- ***Unity***: C# scripting, lighting, animation, 2D and 3D physics, ADS, UI and optimization.
- ***Teamwork:*** Working experience as programmer on a team with artists and designers.
- ***Language proficiency:*** Portuguese(native), English(intermediary) and Spanish(basic).
- ***Knowledge:*** Notions of Cryengine V and Unreal Engine 4. Differential and Integral Calculus, Analytical Geometry, Linear Algebra, Newtonian Physics, Data Structures, Software Development Process, Object-oriented programming, Rendering and 3D Modeling.

Projects

- **2018-2019: "*Neon Slash*", Programmer**
  Description: 2D tap action game made in Unity.
  Responsibilities: Programming of all features and performance optimization.
  Store: *play.google.com/store/apps/details?id=com.GuaraGames.NeonSlash*

- **2018: "*Cellular Organelles Quiz*", Programmer**
  Description: Cellular organelles quiz prototype game made in Unity.
  Responsibilities: Programming of all features. Scoreboard and video integration.
  More info in my portfolio: *leandrodornela.github.io*

- **2018: "*Combat Mechanics*", Programmer**
  Description: Basic combat system project and implementation in Unity.
  Responsibilities: Do different types of hand attacks and possibility to add more, expansible special abilities, walk and run, row, skill experience and level up, objects interaction, checkpoints and basic AI.
  Source: *github.com/LeandroDornela/CombatMechanicsPrototype*

- **2018: "*2.5D Platform Mechanics*", Programmer**
  Description: 2.5D platform movement prototype.
  Responsibilities: Give the player the possibility to move through 3D platforms and loops.
  More info in my portfolio: *leandrodornela.github.io*

- **2017-2018: "O *Inferno de Tande*", Programmer**
  Description: Mobile casual game made in Unity.
  Responsibilities: Programming of some features, like the play movement, objects spawn and level selection menu. Bug correction and performance optimization.
  Store: *play.google.com/store/apps/details?id=com.GuaraGames.Tande*

Education

- **2013-2019: *Bachelor of Computer Science*,** Universidade Federal de Juiz de Fora.