

Luiz Eduardo Piloni Donin

Santa Rosa – RS – Brasil 🇧🇷

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[Linkedin](#)

Summary

Game programmer with 1.5 years of experience in Unity, specializing in the development of 2D, 3D, augmented reality (AR), and virtual reality (VR) games. I have a strong knowledge of design patterns, data structures, and object-oriented programming focused on Unity development. I possess advanced English skills and have leadership experience, having worked as a leader in a wastewater treatment plant. I hold a degree in Industrial Chemistry, which contributes to an analytical and results-driven approach.

Portfolio

- [Github](#)
 - [Portfólio Web](#)
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Experience

[Play2Make Studios](#)

04/2023 – Present

Game Developer - Unity

Experience participating in all phases of game development projects, from creating the concept with the client, planning, developing game rules and mechanics, to implementing robust systems. Some of the systems I have developed include character movement mechanics using State Machines, Cinemachine implementation, creating inventory systems with Scriptable Objects, and advanced interfaces, such as cascading menus using DOTween. I also work on storytelling design and apply gamification theories to educational games.

Experienced with augmented reality (AR) using AR Foundation, implementing interaction with 3D objects in AR, including rotation, touch, zoom, and centering objects on the screen. In addition to participating in all phases of development, I also contribute to APK testing, generating detailed reports, and optimizing game performance. This process ensures that projects deliver a high-quality experience and efficient performance across various platforms.

[Alibem Alimentos](#)

2020 – 2022

Wastewater Treatment Plant Leader

Responsible for supervising and operating the water and wastewater treatment plant, ensuring compliance with environmental and quality standards. Coordinated the team of operators, monitored processes, implemented improvements, and ensured equipment maintenance. Analyzed data and reports to optimize efficiency and reduce operational costs.

Skills

- Unity Engine
- C#
- Object-Oriented Programming
- .NET
- Git | Github | Plastic
- Visual Studio Code | Visual Studio
- HTML | CSS | JavaScript | Node.JS

Education

Industrial Chemistry

Conclusion 12/2019

Universidade Federal de Santa Maria – UFSM

Additional Training

Data Structures and Design Patterns for Game Developers

University of Colorado (Coursera)

C# - Applying SOLID Principles in Practice

Udemy

Intermediate Object-Oriented Programming for Unity Games

University of Colorado (Coursera) – Not concluded

Languages

- Portuguese - Native
- English - Advanced