Danilo Isamu Inafuku

Software & Game Developer

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○ MisterProjectLC 🌐 https://misterprojectlc.github.io/

Education

2019 – 2024	**Ufscar Sorocaba** *Bachelor in Computer Science*
2016-2018	**Anglo Sorocaba** *High School*

Experience

2022 – 2024

SiDi - Samsung Projects in a 3D Environment
Intern
- Development with the Unity and Unreal engines.
- Creation and review of new features.
- Work with a diverse team of programmers, designers and testers.

2022 – Currently

Lightmancer Studios - Bloodrush: Undying Wish
Director, Coordinator, Designer, Main Programmer, Writer
- Project management, scheduling meetings and planning deadlines.
- Design and implementation of combat mechanics, progression systems, UI and various visual effects.
- Game and narrative direction and overall vision.

2020-2021

Ufscar Sorocaba - "Garibot" Project
Developer, Designer - Educational game
- Development and implementation of game mechanics and systems.
- Level design for the game stages.
- General game planning relating to its educational mission.

2020 – 2024

Maritacas Gamedev – Game development club
Coordinator and Member
- Organization and planning of events and meetings.
- Supervision of ongoing projects.
- Design, development and creation of games of my own.

2019 – Currently

Game Jams - Game development marathons
Participant
- Implementation of game mechanics.
- Gameplay design and planning.
- Narrative design and planning.

Knowledge and Skills

Programming Languages

- C
- C++
- C#
- Python
- Java
- JavaScript

Technologies

- HTML

- CSS
- SQL
- NodeJS
- Unity Engine
- Godot Engine
- Paint.NET

Languages

- Brazilian Portuguese - Native
- English - Fluent
- German - Intermediate

Projects

The full project list can be inspected with the link at the beginning of this document.

2022 – Currently | **Bloodrush: Undying Wish**
Top-down hack n' slash game with a dark fantasy aesthetic. Developed with the Godot Engine.

2022 | **Discord Bot - Galactic RPG**
Bot for the Discord communication app, created to manage a small online RPG. Employs a Database to store players, weapons, commands and other game data. Developed using JavaScript and SQL.

2021 | **Kinetic**
Fast-paced low-poly movement shooter with customizable loadouts, set in a space station. Developed with the Unity Engine.

2021 | **ThaumOS**
Unmask the conspiracy behind this Windows 95-esque Operating System. Created for LD48, with the Godot Engine.

2020-2021 | **Rogues & Rumors**
A 3-6-player board game about rogues, guilds and intrigue, focused in hiding and uncovering information.

2020 | **Gravitoids**
Asteroids-esque game - control gravity to disrupt and destroy enemies. Developed with the Unity Engine.

2020 | **Lightstreak**
Defense typing game with a neon-like aesthetic and soundtrack inspired by early-Internet era songs. Created with the Godot Engine.

2020 | **The Long Game**
A medieval diplomacy game based on the Prisoner's Dilemma. Developed with the Godot Engine.