

# Danilo Isamu Inafuku

Software & Game Developer

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📍 Sorocaba, São Paulo, Brasil

🌐 MisterProjectLC

🌐 <https://misterprojectlc.github.io/>

## Education

2019 – 2024 | **Ufscar Sorocaba**  
*Bachelor in Computer Science*

2016-2018 | **Anglo Sorocaba**  
*High School*

## Experience

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| 2022 – Currently | <b>Lightmancer Studios - Bloodrush: Undying Wish</b><br><i>Director, Coordinator, Designer, Main Programmer, Writer</i> <ul style="list-style-type: none"><li>• Project management, scheduling meetings and planning deadlines.</li><li>• Design and implementation of combat mechanics, progression systems, UI and various visual effects.</li><li>• Game and narrative direction and overall vision.</li></ul> |
| 2024             | <b>DOK Despachante</b><br><i>Junior PHP Developer</i> <ul style="list-style-type: none"><li>• Systems development with PHP, Laravel and Docker.</li><li>• Feature creation and review.</li><li>• Codebase rework and restructuring.</li></ul>   |
| 2022 – 2024      | <b>SiDi - Samsung Projects in a 3D Environment</b><br><i>Intern</i> <ul style="list-style-type: none"><li>• Development with the Unity and Unreal engines.</li><li>• Creation and review of new features.</li><li>• Work with a diverse team of programmers, designers and testers.</li></ul>   |
| 2020-2021        | <b>Ufscar Sorocaba - "Garibot" Project</b><br><i>Developer, Designer - Educational game</i> <ul style="list-style-type: none"><li>• Development and implementation of game mechanics and systems.</li><li>• Level design for several game stages.</li><li>• General game planning in relation to its educational mission.</li></ul>   |
| 2020 – 2024      | <b>Maritacas Gamedev – Game development club</b><br><i>Coordinator and Member</i> <ul style="list-style-type: none"><li>• Organization and planning of events and meetings.</li><li>• Supervision of ongoing projects.</li><li>• Design, development and creation of my own games.</li></ul>  |
| 2019 – Currently | <b>Game Jams - Game development marathons</b><br><i>Participant</i> <ul style="list-style-type: none"><li>• Implementation of game mechanics.</li><li>• Gameplay design and planning.</li><li>• Narrative design and planning.</li></ul>  |

## Knowledge and Skills

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### Programming Languages

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

- Git
- HTML
- CSS
- SQL
- NodeJS
- Docker
- DaVinci Resolve

### Technologies

- Unity Engine
- Godot Engine

### Languages

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

## Projects

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

2022 – Currently	<b>Bloodrush: Undying Wish</b> <i>Top-down hack n' slash game with a dark fantasy aesthetic. Developed with the Godot Engine.</i>
2022	<b>Discord Bot - Galactic RPG</b> <i>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.</i>
2021	<b>Kinetic</b> <i>Fast-paced low-poly movement shooter with customizable loadouts, set in a space station. Developed with the Unity Engine.</i>
2021	<b>ThaumOS</b> <i>Unmask the conspiracy behind this Windows 95-esque Operating System. Created for LD48, with the Godot Engine.</i>
2020-2021	<b>Rogues &amp; Rumors</b> <i>A 3-6-player board game about rogues, guilds and intrigue, focused in hiding and uncovering information.</i>
2020	<b>Gravitoids</b> <i>Asteroids-esque game - control gravity to disrupt and destroy enemies. Developed with the Unity Engine.</i>
2020	<b>Lightstreak</b> <i>Defense typing game with a neon-like aesthetic and soundtrack inspired by early-Internet era songs. Created with the Godot Engine.</i>
2020	<b>The Long Game</b> <i>A medieval diplomacy game based on the Prisoner's Dilemma. Developed with the Godot Engine.</i>