

# Danilo Isamu Inafuku

Software & Game Developer

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🔗 MisterProjectLC

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📍 Sorocaba, São Paulo, Brasil

## 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 - Projeto de Extensão "Garibot"**  
*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

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### Programming Languages

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

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

### Technologies

- HTML

### Languages

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

## Projects

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

2022 – Atualmente	<b>Bloodrush: Undying Wish</b> <i>Top-down hack n' slash game with a dark fantasy aesthetic. Developed with the Godot Engine.</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>
2021	<b>Discord Bot - Futurist Megagame</b> <i>Bot for the Discord communication app, created to manage an online social game/experiment. Employs a Database to store players, teams, commands and other game data.</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>