

# Danilo Isamu Inafuku

Software & Game Developer

✉ dan.inafuku@hotmail.com

🌀 MisterProjectLC

☎ +55 15 991849583

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

📍 Sorocaba, São Paulo, Brasil

## Resumo

I am a game developer interested in design, programming and writing. I have experience with engines such as Unity, Godot and Game Maker, and languages such as C#, Python, GDScript and C.

I've been interested in game development since I was 12, and have never looked back since. The magic of writing code and then seeing its logic materialize on-screen... It still affects me to this day. That is what I look for. To create, and to inspire.

## Education

2019 – 2024

**UFSCar Sorocaba**

*Bachelor in Computer Science*

## Experience

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.

2024

**DOK Despachante**

*Junior PHP Developer*

- Systems development with PHP, Laravel and Docker.
- Feature creation and review.
- Codebase rework and restructuring.

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.

2020-2021

**Ufscar Sorocaba - "Garibot" Project**

*Developer, Designer - Educational game*

- Development and implementation of game mechanics and systems.
- Level design for several game stages.
- General game planning in relation 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 my own games.

## 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>