GAME SOFTWARE ENGINEER

MURILO DIAS

CONTACT

Phone: (+55 19) 98825-5551
E-Mail : murilo.mdm@hotmail.com
Linkedin: https://www.linkedin.com/in/murilodias-dev/
GitHub: https://github.com/Mauxin

Rua Santa Maria Rosselo, 180, Mansões Santo Antônio, Campinas – SP – BR

PERSONAL PROFILE

Software engineer with experience on Mobile Games development, mainly multiplayer, using the Unity engine, as well as experience developing native iOS and Android applications

PROGRAMMING LANGUAGES EXPERIENCE

- C# & .NET
- Unity 3D
- JAVA & Kotlin (Android)
- Swift & Objective C (iOS)
- Knowledge in C & C++
- SQL
- HTML5, CSS & JavaScript

CAPABILITIES

- Ability to analyze complex technical information
- Analysis, design and implementation of complete features in the system
- Attention to details
- Able to troubleshoot

EXPERIENCE

GAME SOFTWARE ENGINEER
KIDSBANNER CA | 2023 – CURRENT

GAME SOFTWARE ENGINEER ||
AFTERVERSE/PLAYKIDS INTERNET MOVEL S.A. | 2021 – 2023

- Development of features for games (UNITY/C#)
- Maintenance of the server system (Kotlin) and front end (C#) of the game
- Management of Play Store (GOOGLE) and APP Store (APPLE) accounts
- Implementation and maintenance of native plugins (Android and IOS) for ADS, IAP and IN-APP Review in games

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AFTERVERSE/PLAYKIDS INTERNET MOVEL S.A. | 2019 – 2021

MOBILE SOFTWARE DEVELOPMENT INTERN
MOVILE INTERNET MOVEL S.A. | 2018 – 2019

- Development of functionalities for apps
- Bug fixes and efficiency optimization in iOS and Android apps (in native code)

ACADEMIC EDUCATION

UNIVERSIDADE ESTADUAL DE CAMPINAS – UNICAMP
- AUTOMATION AND CONTROL ENGINEERING STUDENT, 2018 – CURRENT

UNIVERSIDADE ANHEMBI MORUMBI – UAM
- DIGITAL GAMES TECHNOLOGY, 2022 – CURRENT

COLÉGIO TÉCNICO DA UNIVERSIDADE DE CAMPINAS – COTUCA
- GRADUATED IN 2017 AS A COMPUTER SCIENCE TECHNICIAN

KNOWLEDGE

LANGUAGES
- PORTUGUESE: FLUENT
- ENGLISH: ADVANCED
- SPANISH: BASICS