

# GAME DESIGNER

Phillipe Lira

**SUMMARY** | Unity Indie Game Developer with over a year of experience in developing and publishing indie games for PC, WebGL and Android.

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**SKILLS** | PC and mobile game development using C# and Unity.  
Frontend web development with HTML, CSS and Javascript.

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**EXPERIENCE** | **June - Dezember 2021**  
Designed and developed Grumpy, a 2D physics game for Android and WebGL made in Unity.  
Designed and developed Savior, a 2D survival/slasher game for WebGL made in Unity.  
Designed and developed Fatebringer, a 2D shooter game for PC made in Unity.  
**2022**  
Designed and developed Zeo, a 3D action/fantasy game for PC made in Unity.

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**SOFTWARE EXPERIENCE** | **2D Art**  
Intermediate/Advanced knowledge in Photoshop and Illustrator.  
**3D Art**  
Intermediate knowledge in Blender.  
**Visual Effects**  
Intermediate knowledge in After Effects, Unity VFX Graph, Particle System and Shader Graph.  
**Scripting/Programming Languages**  
Good knowledge using Visual Studio for programming in C#, VS Code for HTML, CSS and JavaScript.  
**Audio Engineering**  
Good knowledge using Audacity.