

# RAFAEL GOMES

## Game Developer

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## SUMMARY

Game Developer with experience in **Unity 3D, Unreal Engine, and Godot Engine**. I have extensive knowledge of the full game development cycle. Throughout my career, I have worked on the development of interactive games, including applications aimed at education and gamification. I have solid skills in **C#, game mechanics development, API integration, and performance optimization**.

## EXPERIENCE

### Unity 3D Developer

#### TryApp Games

📅 Sep 2023 - Present 📍 Belo Horizonte, Minas Gerais

- Developed 2 educational mobile games for children (e.g., [SpaceVentura](#)), each highlighting cultural aspects of Brazil.
- Created **artist-friendly tools** to streamline the development process and improve team productivity.
- Collaborated with UI/UX teams to **implement and polish 20+ 2D minigames**, ensuring engaging and intuitive player experiences while using **Agile Methodologies**.

### Freelance Unity3D Consultant

#### WeDo! Entretenimento

📅 Nov 2024 - Mar 2025 📍 São Paulo, Brasil

- Responsible for contributing with project coordination and developing new gameplay features for the game [E-Teatro WeDo!](#).
- Actively performed **20+ bug fixes** to improve game stability and user experience.
- Implemented **Firebase event tracking** to monitor player behavior and support data-driven improvements.

### Unity 3D Developer

#### RadarFit

📅 Feb 2022 - May 2023 📍 Belo Horizonte, Minas Gerais

- Significantly contributed to the development of multiple new features, and **100+** bug fixes on [RadarFit](#) app.
- Developed with my team a **brand new app**, the [SIGA Sipat](#) initiative.
- Implemented **asset bundles** to enable downloadable content such as avatars and scene updates.
- Added event tracking systems using **Firebase Analytics** and **Unity Analytics** to quantify player behavior and progression.
- Used **Firebase** to integrate **push and in-app notifications**, enhancing user engagement.
- Developed custom tools to streamline workflows and support faster iteration of future features.

### Game Developer - Internship

#### Espaço do conhecimento UFMG

📅 Apr 2021 - Sep 2021 📍 Belo Horizonte, Minas Gerais

- During a 6-month project period, I developed with my team a Point'n'Click **WebGL** game titled [Bordando Palavras](#) using **Godot Engine**, focused on the cultural aspects of Brazilian literature, specifically the works of Guimarães Rosa, a famous Brazilian writer.

## EDUCATION

### Digital games development

#### Pontifícia Universidade Católica de Minas Gerais

📅 Feb 2019 - Dec 2021 📍 Belo Horizonte, Minas Gerais

- As a programmer I contributed with my team to develop 3 complete Unity games: [System Defender](#), [Domum](#), and [ESRX](#), these games contributed significantly to my understanding of different types of gameplay.
- Mastered C# and Unity through development of Gameplay Systems (AI Pathfinding, AI Combat, Movement, Inventory Systems, Physics), and Procedural Generation.
- Contributed to a research project that resulted in a published article at SBGames 2021, called [Sucesso4Me](#).

## LANGUAGES

Portuguese  
Native

English  
Advanced

Spanish  
Intermediate

## Skills

Unity3D, Godot Engine, Unreal Engine, Game optimization, Blender, Firebase, Github, Scrum