RAFAEL GOMES

Game Developer

📞 +5531995969397
🔗 linkedin.com/in/rafael-gomes-pinheiro/
@ rafael.pinheiro.rgp@gmail.com
📍 Belo Horizonte, MG, Brazil

EXPERIENCE

Unity 3D Developer

📅 Sep 2023 - Present 📍 Belo Horizonte, Minas Gerais
- Developed 2 educational mobile games for children, 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.

Unity 3D Developer Freelancer

📅 Nov 2024 - Mar 2025 📍 São Paulo, Brasil
- Responsible for contributing to project coordination and developing new gameplay features.
- Actively performed 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

📅 Feb 2022 - May 2023 📍 Belo Horizonte, Minas Gerais
- Significantly contributed to the development of new features, including 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

📅 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

📅 Feb 2019 - Dec 2021 📍 Belo Horizonte, Minas Gerais
- Gained comprehensive knowledge in the process of developing a game, including programming, game design, and project planning. It was also where I developed a micro **RPG** game and a **multiplayer** game, which contributed significantly to my understanding of different types of gameplay.
- Contributed in a research project which resulted in the writing of an article **Sucesso4Me** published on **SBGames 2021**.

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**.

LANGUAGES

Portuguese
Native
●●●●●

English
Advanced
●●●○○

Spanish
Intermediate
●●○○○

SKILLS

Object-oriented programming

Game optimization   Unity 3D

Godot Engine   Unreal Engine

Blender