



Sabatiny Gabriel Stopa

Gameplay Software Engineer

ABOUT ME

I am a self-taught professional with a strong passion for learning and a love for programming and games. I have always been driven by curiosity and the constant pursuit of new challenges that allow me to expand my knowledge.

PORTFOLIO

<https://sabatinystopa.github.io>

CONTACT

E-mail:

sabatinystopa@gmail.com

LinkedIn:

<https://www.linkedin.com/in/sabatiny-stopa-628007138/>

PROFESSIONAL EXPERIENCE

Ruby on Rails Developer Intern

Monde Sistemas, 05/2019 - 05/2020

Description: Responsible to manage an intern application, make maintenance of the code, refactoring, adding new features and solving bugs. Using TDD, BDD, DDD, RSpec, Capybara, Rubocop, Reek, SimpleCov like the principal tools and other patterns to keep the quality of the code.

Unity Developer (C#)

Virtual Arts Studio, 06/2020 - 12/2021

Description: Responsible to test and create new features to optimize the performance and development of the games and of improve the procedures of the other members of the team. Implement animations, sound effects, shaders and UI on Unity engine.

Unity Developer - Gameplay Developer (C#)

Eduplation, 12/2021 - 08/2023

Descrição: At Eduplaytion, I worked with an international team developing Numetry, a web-based video game delivered using the software-as-a-service model. As a game developer, I work closely with the design and art teams to build gameplay systems which are designed to be fun, engaging and help teach mathematics to all.

Unreal/Unity Developer (C++/C#) - Game Developer

Blue Gravity Studios, 12/2023 - Nowadays

Descrição: At Blue Gravity Studios, I've had the privilege of being part of an incredibly team. My role as a Game Developer has allowed me to fully immerse myself in the world of game design, working primarily with Unity and Unreal engines, and making the most of my programming skills in C#, C++ and shaders programming. This unique setting has provided me with the opportunity to be deeply involved in the entire game development process, from ideation to implementation.

ACADEMIC BACKGROUND AND COURSES

Digital Games

University of technology of Americana (Fatec), 02/2018 - 12/2020

Description: The Digital Games Technologist works in the digital entertainment industry, developing products such as educational games, adventure games, action games, 2D and 3D simulation games, among other genres. They handle platforms and tools for the creation of digital games and work in the development and management of interactive digital entertainment systems projects, either networked or standalone, in scriptwriting and virtual character modeling, as well as interacting with databases.

SKILLS

- Unity / Unreal
- 3D math
- Linear Algebra
- Problem solve skills
- Tools programming
- C, C# and C++
- Javascript
- Graphics programming
- UI programming
- Databases
- Multiplayer programming
- Live service programming