

GUILHERME PEREIRA

Game Developer | Unity Expert | Game Programmer

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SUMMARY

Versatile game developer with strong experience in **Unity** and additional knowledge of **Unreal Engine's Blueprint system**. Skilled across the full game development pipeline, including programming, animation, sound design, and game planning. Hands-on experience with **Unity VR** development. Adaptable, quick to learn, and comfortable contributing to multiple disciplines within a project.

EXPERIENCE

Unity Developer

Overflow Interactive

07/2025 - Present Setúbal, Portugal

- Implemented core gameplay features in Unity, including movement, combat logic, and AI behaviors.
- Refactored systems using modular C# architecture to improve maintainability and scalability.
- Optimized the development pipeline with an Agile methodology, version control, and structured task workflows.
- Built UI components such as menus, loading flows, and interactive navigation systems.
- Integrated audio through mixers and event-driven SFX for enhanced player feedback.
- Contributed to level layout, lighting passes, and scene composition to support gameplay flow.

Unity Developer & Full-Stack Developer

Arsenal do Alfeite S. A.

04/2023 - 09/2023 Almada, Portugal

- Developed a real-time 3D simulation in Unity, implementing interactive mechanics and responsive feedback systems.
- Ported the simulation to virtual reality, enhancing immersion and user engagement.
- Developed a full-stack web platform with dynamic content and responsive design, streamlining internal workflows and improving user interaction.
- Built a dynamic, data-driven organizational chart with real-time database integration, enabling interactive visualization and responsive user interfaces.

EDUCATION

Bachelor of Software Engineering

Instituto Politécnico de Setúbal

10/2023 - 12/2025 Setúbal, Portugal

Professional Technical Course in Information Systems Technologies and Programming

Instituto Politécnico de Setúbal

10/2021 - 09/2023 Setúbal, Portugal

PROJECTS

Floodborne

Led the development and release of a 2D survivors-like game, made with Unity. Game is available for free at <https://zbien.itch.io/floodborne>

Last Respite

Created a 2D platformer game in Unity for the GameJam of my Bachelor's degree. Game available for free at <https://zbien.itch.io/last-respite>

Small-Time Projects

Various small-time projects that show my learning progress of videogame development. All projects are available at <https://github.com/Zbienn?tab=repositories>

KEY ACHIEVEMENTS

★ Publication of a game

Designed and implemented a full game from the ground up, handling game architecture, gameplay systems, asset integration, optimisation workflows and deployment pipelines to deliver a fully published product.

★ Experience in the game development scene

Gained hands-on experience across multiple areas of game development, contributing to gameplay programming, AI systems, UI/UX, audio integration and technical design while collaborating within real production workflows and pipelines.

LANGUAGES

Portuguese

Native



English

Native

