

# GUILHERME PEREIRA

Full-Stack Developer | Game Developer

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Corroios, Portugal



## SUMMARY

As a **software developer** with **4 years of experience**, I work across two main areas: **Full-Stack development** and **Unity game development**. I enjoy building complete digital experiences, whether that means developing scalable web applications from front-end to back-end using technologies such as **HTML, CSS, JavaScript, React, Node.js, REST APIs, and relational databases**, or creating engaging and well-structured games using **Unity and C#**. My work is driven by a strong focus on clean architecture, performance, and maintainable code. I like turning ideas into functional products, solving complex problems, and continuously refining systems to make them more efficient and intuitive.

## 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

## LANGUAGES

### Portuguese



Native

### English



Native

## 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>

### FoodLink

Led the development of a ASP.NET application for food recipe sharing. Repo available at <https://github.com/GuilhermePereiraIPS/FoodLink>

### 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>

### Java GPS

Developed a Java based GPS and Route Mapping application. Repo available at <https://github.com/Zbienn/Java-GPS>

### Intranet and organizational chart - Arsenal do Alfeite S. A.

Developed the updated intranet of Arsenal do Alfeite S. A. Reworked the entire layout of the intranet and developed a organizational chart that automatically updates the when the oracle database gets updated

### 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.

### \* Experience as full-stack developer

Worked on multiple projects as a full-stack developer for Arsenal do Alfeite S. A. From front-end with the rework of the intranet, to back-end with the organizational chart, to other projects like a simulator in Unity 3D.