

# MYLLA CHIZU SASAKI

UNITY DEVELOPER | SOFTWARE ENGINEER

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## PROFESSIONAL EXPERIENCE

### **Wildlife Studios – Game Engineer**

SINCE AUGUST, 2020

Currently working in 2 published games simultaneously, both for Android and iOS. I participate in planning, developing the front-end and debugging new features.

My routine also includes supporting the QA team and participating in Sprint planning sessions.

### **Dirac Studios – Unity Developer**

JUNE, 2020 – AUGUST, 2020

Developed a prototype for an Android game using Unity. Helped plan, coded and debugged initial game mechanics.

### **Zoyd Softwares – Unity Intern**

MARCH, 2019 – OCTOBER, 2019

Developed games and health applications for VR using Unity. Wrote, modified and debugged C# scripts. Reviewed and solved optimization issues. Reported projects progress daily.

## EDUCATION

### **Pontifícia Universidade Católica do Paraná – Degree in Game Development**

JANUARY, 2016 – DECEMBER, 2019

## OTHER EXPERIENCES

### **Apple Developer Academy – Scholarship**

JANUARY, 2017 – DECEMBER, 2019

Studied and developed iOS applications and games using Challenge Based Learning methodology. Worked with many teams in order to develop teamwork and a healthy workspace.

## SKILLS AND TOOLS

Unity, Android Studio,  
Xcode, Git, SCRUM,  
Photoshop.

## PROGRAMMING LANGUAGES

C, C#, C++, Java, Swift,  
Obj-c.

## ADDITIONAL

Active participation in  
Game Jams and  
Hackathons.

Good teamwork.

Intermediate knowledge  
in programming patterns.

## LANGUAGES

Native portuguese.  
Fluent english. Basic  
french. Basic japanese.