Laiza Camurugy

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EDUCATION

B.S. Computer Science, Federal University of Bahia, 2008 - 2017.

Visiting Student, Game Development, Kajaani University of Applied Sciences, 2013-2014.

WORK EXPERIENCE

Game Programmer, Aoca Game Lab - Salvador, Brasil 2016 - 2019.

- Árida: Backlands Awakening (PC) 2016 - 2019

  Description: An episodic adventure game with exploration and survival elements. Developed for PC with Unity.

  Role:

  ○ Gameplay: Programmed dialogue, inventory and crafting systems. Wrote input handler. Implemented reading and execution of actions related to gameplay and storytelling through XML. Worked closely with the team to architect the interaction between the avatar and interactables; Implemented the shader used on the trees' leaves;

  ○ User Interface: Implemented HUD elements, start menus, inventory and crafting menus, pause screen.

  Download: To be released march 2019. Steam page: https://store.steampowered.com/app/907760/Arida_Backlands_Awakening/?l=english

Game Programmer, Comunidades Virtuais - Salvador, Brasil 2009 - 2016.

- Guardiões da Floresta Gamebook (Mobile) 2014 - 2016

  Description: A hybrid media designed for children, mixing adventure, comics and puzzles. Developed for mobile, with Unity.

  Role:

  ○ Gameplay: Implemented character movement and animations. Wrote dialogue system and items management. Implemented isometric depth sorting; Programmed the patrollers and stealth mechanic;

  ○ User Interface: Implemented HUD, start menus, inventory, crafting and collectibles menu.

  Download: http://comunidadesvirtuais.pro.br/guardioes-gamebook/index.html

- Industriali (PC) 2012 - 2013

  Description: A simulation and isometric game where the player must manage a city in England going through the Industrial Revolution. Developed for PC with Flash and ActionScript 3.

  Role:

  ○ Gameplay: Implemented loading of the maps and constructions data. Coded the logic behind buildings' productions, maintenance, costs and their upgrades. Programmed the tutorial and quests;

  ○ User Interface: Everything from menus, to HUD and gameplay;

     ◦ Tool: Developed an editor mode for map creation.

  Download: http://comunidadesvirtuais.pro.br/cv/games/#6

- Salvador Sim (PC) 2010 - 2011 (internship)

  Description: A city builder and isometric game where the player must manage the city so it can be ready for the World Cup. Developed for PC with Flash and ActionScript 3.

  Role:

     ◦ Gameplay: Implemented the loading of levels from specified data, such as goals, textures, buildings, sound emitters, main theme, etc, as well as the logic behind buildings and their upgrades. Programmed city stats management and player experience points;

     ◦ User Interface: Implemented start menu, HUD, gameplay popups, buildings store.

  Download: http://comunidadesvirtuais.pro.br/cv/games/#9

- Búzios: Ecos da Liberdade (PC) 2009 - 2010 (internship)

  Description: A 2D point and click adventure game about a revolt that occured in the state of Bahia, Brazil, in 1798. Developed for PC with Flash and ActionScript 3.

  Role:

     ◦ Implemented some of the UI elements;

     ◦ Created XML files for scenes, characters and items;

     ◦ Implemented the save and load of the game;

     ◦ Iterated through testing and fixing bugs for releasing.

  Download: http://www.comunidadesvirtuais.pro.br/buzios/downloads/#gold

SKILLS

Languages: C# (5 years), ActionScript3 (5 years)

Engines: Unity

Libraries / external sources: DOTween, As3isolib, TweenLite

Other: Git, Trello, Slack, XML, Visual Studio, HackNPlan

LANGUAGES

PORTUGUESE: Native language
ENGLISH: Proficient

MISCELLANEOUS

Favorite games: Don't Starve, Stardew Valley, Ori and the Blind Forest, Life is Strange, Hollow Knight

Hobbies and interests: I enjoy playing guitar and flute, modeling characters in cold porcelain and cooking vegetarian food.