

FELIPE RIEDER

Game Developer



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OBJECTIVES

I seek to improve my knowledge and be able to expand my creativity by working as a team.

EDUCATION

2016 | FORMAÇÃO NO CENTRO DE ENSINO MÉDIO PASTOR DOHMS

High School

2022 - ONGOING | UNISINOS

Game Developer

PROJECTS

2022 | DEVELOPMENT OF "DO IT YOURSELF"

Demo Development of a Puzzle game

I was responsible for programming and animating the demo of the game "Do It Yourself". The project was created with a team of 3 people and was programmed using the Godot engine.

https://roedor.itch.io/do-it-yourself/download/mGUr_kltsjuYkMytw8VKuwFu2tz09LuXeqkJLjqB

2023 | PORTFOLIO

3D Modeling and Pixel Art

A portfolio was created where I add my knowledge and learnings about Low-Poly style 3D modeling and the creation of characters in Pixel Art. It is still expanding, currently focused on High-Poly 3D modeling, using Blender.

<https://felipe-rieder.cms.webnode.page>

2023 | DEVELOPMENT OF "NOT A GAME 'BOUT BIRDWATCHING BUT SHOULD BE..."

Development of a Metroidvania-style Indie Game

I'm developing an Indie game, with a team of 2 people, with the theme of nature observation and environmental preservation. I'm responsible for programming and level design. The game is being developed at Godot, in the GDScript language. The game is not yet finished and there are plans to expand the map as well as its story.

<https://roedor.itch.io/wing-comander>

2024 | DEVELOPMENT OF "SHADOW DREAMS"

Development of a Indie Game for the Pirate Software GameJam15

I developed an Indie Horror game in two weeks with a team of 3 people. I was responsible for programming and level design. The game was developed using Godot in the GDScript language. There are plans to expand the project and add new mechanics.

<https://roedor.itch.io/shadow-dreams>

2024 | DEVELOPMENT OF "UNI DUNI ART"

Development of a Indie Game for the Unisinos Arcade Game Jam 2024

I developed a chaotic cooperative Indie game that revolves around the theme: "2 in 1". The team consists of 2 people, in which I was responsible for programming and level design. The game that revolves around design mechanics was developed using Godot in the GDScript language. The game was the winner of the game jam, which gave the opportunity to continue the project, in addition to being exhibited at the Unisinos Arcade.

<https://roedor.itch.io/uni-duni-art>

SKILLS

- Fluent English
- Programming languages: Python, C#, GDScript
- 3D Modeling: Maya, Blender
- Pyxel Edit
- Video and Audio Editing - DaVinci
- Engines: Godot, Unity