Gabriel Nóbile Diniz

Gameplay Programmer | Game Developer
São Paulo, Brazil | EU Passport (Italy)
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Open to international relocation (Italian citizenship).

Professional Summary

Software and game developer with expertise in Unity (C#) and Unreal Engine (Blueprints/C++), with hands-on experience in Game Jams and independent projects (Too Deep To Dig, ToVRe Defense). Skilled in developing interactive applications for WebGL and VR, with a strong interest in XR (VR/AR/MR), storytelling, and designing tools and systems that support multidisciplinary teams. Experienced in rapid prototyping, version control (Git), and following best practices in software development.

Professional & Academic Projects

Too Deep To Dig (Projeto Autorais – Unity C#)

- Developed and programmed a solo adventure game with procedurally generated dungeons, quest systems, and real-time combat.
- Built custom gameplay systems for objectives, events, and player interactions.
- Implemented interactive UI and feedback systems for a smooth player experience.
- Developed and published the project for Unity WebGL, showcasing technical and design skills.

Stand For Amazonian Forest (Independent Project – Unreal Engine 5)

- Designed a turn-based strategy game where players control insects with unique abilities to protect the Amazon rainforest.
- Programmed tactical mechanics, enemy AI, and ability balancing using Blueprints and C++.
- Published on Itch.io (Windows), demonstrating ability to deliver a complete project with thematic storytelling.

ToVRe Defense (Independent Project – Unreal Engine 5)

- Created a VR tower defense game, showcasing immersive interaction mechanics in virtual reality.
- Developed game state management, player input systems, and reusable components using Unreal Engine Blueprints and C++.
- Focused on playtesting and iterative prototyping to deliver engaging VR gameplay.

Game Jam Projects

- Participated in multiple Game Jams, delivering fully playable prototypes under tight deadlines.
- Designed gameplay mechanics, interactive narratives, and system integration in short development cycles.
- Gained experience in team collaboration, iterative design, and rapid debugging.

Brazilian Navy – Systems Development & Project Coordination

- Currently working on project management and digital system development for operational and training purposes.
- Collaborate with multidisciplinary teams, integrating technical, operational, and design expertise.
- Developed skills in team coordination, system architecture, and iterative problem-solving, directly applicable to game and XR projects.

Education

Bachelor's Degree in Chemical Engineering – Escola Politécnica, University of São Paulo (USP)

- Completed a senior thesis on dynamic modeling and computational simulation of heat exchangers.
- Gained a strong foundation in logic, systems modeling, and programming, skills directly applicable to game development, simulation, and interactive applications.

Technical Skills

- **Languages & Engines:**
  - C# (Unity API), Unreal Engine 5 (Blueprints), C++ (basic)
  - Rapid prototyping, clean architecture, custom tools development
- **Tools & Workflow:**
  - Git/GitHub, Agile/Scrum, G Suite, Slack, Monday
  - UI com Unity Inspector Extensions e TextMeshPro
- **Highlights:**
  - Debugging, profiling, and runtime optimization
  - Integration of SDKs and third-party systems
  - Experience with WebGL builds and publishing on Itch.io

Published Projects

- **Sem Brincadeira – Narrative FPS (WebGL)**
- Additional prototypes available on my portfolio: gabrielndiniz.github.io

Languages

- **Portuguese** – Native
- **English** – Fluent (Reading, writing, speaking)
- **Spanish** – Basic