Gregório Benatti

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- Profile Summary -

Full Stack Software Engineer with 10 years of programming experience.
3 years of mobile game development experience and 15+ games released.
Experience with back-end, front-end, mobile app and game programming.
Speaks English (advanced) and Brazilian Portuguese (native).

- Education -

Bachelor in Analysis and System Development
FATEC – Technology University of São Paulo | 2016 - 2018 (dropped out), São José dos Campos, SP.

Bachelor in Programming and Database Management
FATEC – Technology University of São Paulo | 2011 - 2016 (dropped out), São José dos Campos, SP.

High School Education - Technical Computing Formation
ETEP – Everardo Passos Technical School | 2004 - 2006, São José dos Campos, SP.

- Technical Strengths -

Mobile development with Java and Objective-C
Games development with Lua, CoronaSDK, Love2D, C#, Unity3D, C++, SFML
Development using tools like GIT, Slack, Jira, Confluence, VSCode, Rider, Visual Studio
Operational Systems Mac OS X, Unix/Linux, Windows

- Game Development Experiences -

Crytek | March 2018 - Present, Frankfurt/Germany
DevOps/Build Engineer

Maintenance and improvement of the CI/CD environment. Development and maintenance of Internal tools for CryEngine build system.

DevOps support for systems and tools used during the development of Hunt: Showdown, The Climb and internal projects for platforms like PC, console and VR.

Working with: Jenkins, Buildbot, Groovy, Python, C++, CMake, Perforce, GIT, CryEngine, Windows, Linux.

Critical Force | January 2018 - January 2019, Kajaani/Finland
Senior DevOps Engineer

Senior DevOps Engineer and Game Programmer working with in-game features for an unannounced project, support systems such as AssetBundle, localization, post-build actions, native development for iOS/Android and optimization.

Internal tools for game developers, creating CLI and Unity editor tools to automate tasks and save development time. Continuous Integration and Test Automation.

Working with: AWS, Jenkins, Groovy, Python, GIT, C#, Unity3D, iOS, Android, Agile.

Aquiris Game Studio | Mar 2017 - Oct 2017, Porto Alegre/Brazil
Software Engineer

As a Software Engineer on Game Client using Unity3D and C# as a main development tool, I work developing new game features, fixing bugs, design new system, profiling to find and understand our game limits and help to improve the code.

I also work with TDD, automated tests on devices and the continuous integration system, designing and creating solutions for tests, automation and continuous builds delivery for a casual city builder mobile multiplayer game called "Looney Tunes world of mayhem".

Working with: Unity3D, C#, TDD, device tests automation, CI,Jenkins, shell script, python, git.

Tapps Games | August 2014 - August 2016, São Paulo/Brazil
Game Developer/Tools Programmer

Development of mobile games based on CoronaSDK, coding in Lua. I have developed four casual games and provide support fixing bugs, implementing new features and fixing bugs.

After this period I was invited to become part of the post-production team, where I have multiple new challenges like:
- Native development for Android, iOS and Windows Phone.
- All games support including bug fixes, engine updates, new services such as analytics or advertisement and optimization.
- Work with R&D for new platforms such as Apple TV and new features for mobile like gamepad support, optimization for windows phone (the engine was a very poor support to Windows Phone and I worked with Microsoft to port more than 20 games).

Working with: Lua, CoronaSDK, Python, Android, iOS, Windows Phone, GIT, Jenkins.

Game Jams & Personal Project | August 2011 - Present, Brazil & Finland
Indie Game Developer

Prototyping of small games during game jams events such as Global Game jam, SPJam, CampJam, Ludum Dare and smaller ones.

Search and test different game engines, mostly open source like Godot, Love2D, flash based Flixel, FlashPunk. Also working with Unity3D (since version 3.5) to improve my knowledge. I also like C++, so I spend my time studying the language and using SFML to create a simple framework and experiment with 2d games.

Working with: Lua, C#, C++, Love2D, Godot, Unity3D, Flash, GIT.

- Others Professional Experiences -

OnSet Tecnologia/Johnson & Johnson | August 2016 - February 2017, SJC/Brazil
Business Intelligence Consultant

Developing and support the Ingestion framework, composed of several components like connectors, build tools, job managers and ingestion tools.
Working with: Cloudera Platform, AWS, EC2, Jenkins, shell script, python, IntelliJ, git, SQL.

Ericsson Telecommunications | June 2013 - July 2014, São José dos Campos/Brazil
Software Developer

Development of Java code for an ERP and a CMS to telecom industry. Using development techniques like Continuous Integration, TDD, unit tests, pair programming, Scrum Agile methodology to guarantee code quality.
Working with: Java, JUnit, JSP, Eclipse IDE, Apache Tomcat, Oracle, GIT, Jenkins, Unix.

Touch Tecnologia | December 2011 - May 2013, São José dos Campos/Brazil Internship as
Software Developer

Development of Java code for a scheduler web application to healthcare industry. Using development techniques like Continuous Integration, TDD, unit tests, pair programming, Scrum Agile methodology and web solutions for interfaces and usability.
Working with: Java, Eclipse IDE, Apache Tomcat, Oracle, PostgreSQL, GIT, Jenkins,