Gregorio Benatti

Email: gregoriobenatti@gmail.com
Skype: gregoriobenatti
Mobile: +358 41 479 4089
https://gregoriobenatti.github.io

Profile Summary

Generalist Software Engineer with 10+ years of programming experience.
8+ years of game development experience and 15+ games released.
Experience with software engineering, mobile games and game/tools programming.
Languages: 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

Games development with Unreal Engine, Unity3D, C# and C++
Mobile development with Objective-C and Java
Experience with GIT, Perforce, Jetbrains Rider, Visual Studio, Python, Shell Script, Batch script.
Operational Systems Mac OS X, Windows, Unix/Linux

Game Development Experiences

Cornfox & Brothers | September 2022 - Present, Helsinki/Finland
Senior Game Programmer
>   Senior Game Programmer working on Oceanhorn series. Responsible for implementing game features, creating tools to aid the game development and research new game development technologies.
>   **Working with:** Unreal Engine 4, Unreal Engine 5, C++, Perforce, iOS, CI/CD.

Seriously Digital Entertainment | February 2020 - July 2022, Helsinki/Finland
Game Programmer

Game Client Programmer on Best Fiends franchine implementing in-game features, editor tools, 3rd party SDK integrations, native plugins & bug fixes.

Part of the core client team that provides solutions and supports native development on platforms like iOS and Android (Google and Amazon).

Working with: Unity3D, C#, Jetbrain Rider, iOS, Android, CI/CD, Perforce,git.

Crytek | March 2019 - February 2020, Frankfurt/Germany
Acting Team Lead for DevOps/Build Engineer

Maintenance and improvement of the CI/CD environment and internal tools for CryEngine, The Climb and Hunt:Showdown.

Worked on the build pipelines used during the development of Hunt: Showdown, The Climb and CryEngine for PC, PS4, XBox One and Oculus 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.

Development of Internal tools (command-line and Unity Editor) for game developers to automate tasks.

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

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

As a Software Engineer on Game Client using Unity3D and C#. My work consists of developing new game features, fixing bugs, designing new systems, 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 - "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/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 | January 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: Unity3D, C#, C++, Flash, Love2D, Godot, GIT.

Others Professional Experiences

OnSet Tecnologia/Johnson & Johnson | August 2016 - February 2017, São José dos Campos/Brazil

Business Intelligence Consultant

Developing and supporting 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 the 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.

P2D/Touch Tecnologia | March 2010 - May 2013, São José dos Campos/Brazil

Internship - Software Developer

Development of Adobe Flex and Java to develop a health care system (pc and web) used as a healthcare profile & scheduler.

The work was done with 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,