

# Gregório Benatti

Email: gregoriobenatti@gmail.com

Skype: gregoriobenatti

Mobile: +358 41 479 4089

<https://gregoriobenatti.github.io>

## - 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 -

**Critical Force** | January 2018 - Present, 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 using python, shell script, groovy on top of Jenkins CI.

**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, automate 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" currently in soft lunch (available in Finland).

During this project, I had a chance to interact with our publisher Scopely from USA and Warner Bros. the owner of the IP.

**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 (My Birthday Party, My IceCream Truck, Bush Ambush and Blindness) 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:

- Start to work with native development for Android, iOS and Windows Phone.
- Provide support for all games after release which include bug fixes, engine updates, new services such as analytics or advertisement and optimization.
- Work with research and development for new platforms such as Apple TV where I had chance to add support in one of our existing games (Dear Diary). Add gamepad support to our games, optimization for windows phone (back in time, coronaSDK has a different support to windows phone and I worked with a Microsoft engineer 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,