KLEBER SILVA

SENIOR GAME DEVELOPER

kleber.swf@gmail.com
https://klebersilva.dev

ABOUT

I'm a experienced game developer. Very passionate about the game industry. I have a mixed experience being sometimes a producer, sometimes a game designer, sometimes a little bit of both, but always a developer and always focused on delivering the best with what we have.

I care about the quality of the game I'm working on, no matter the size. I always want to deliver something the team witll be proud of.

I also love to make things easier for others. That's why I lost the count of how many frameworks and tools I've created as part of the jobs or in personal projects.

Flipflop Games
CO-OWNER
This was my own company. As a studio manager I was responsible for everything related to the products from concept to delivery. Because we were small, I assumed roles like the developer, game designer and producer of almost all games. Even with all limitations, we were able to publish 18 games. All of them with the quality we demanded and within the budget.

Education

UFSC – FEDERAL UNIVERSITY OF SANTA CATARINA
Application of games in education

UEL – STATE UNIVERSITY OF LONDRINA
Bachelor's Degree in Computer Science

RECOMENDATIONS

" Kleber is a sui generis professional even in the game industry. Games seem to be more than a job for him, they seem to be his life.

Helder Savietto, Developer

" Few times have I found someone who, while focused in one area of work, knows so much of everything else. Kleber is passionate for games in a way that been a programmer is just part of it.

João Marcelo Beraldo, Game Designer

" Kleber is a great programmer and an awesome person to be around. Quick, focused and very determined. I've worked closely with him, as an interface designer, and he was not only a very efcient GUI programmer and solved problems quickly, but also really fun to be around and a great coworker.

Lissa Capeleto, Producer

SKILLS

Unit Testing SCSS Python Game Production object oriented programming Jira
Bash Unity Extensions Agile Methodologies VueJS iOS Design Patterns
VSCode Unity Git Game Dev CSS npm scripting Rollup
Analytics Integrations PHP gulp REST Node Angular Javascript
Spine Serious Games Mobile C++ Tools Dev Web Dev SQL
C# SOLID Android 2D Svelte HTML Linux Typescript
Polishing 3D Game Design Scrum Cross Platform Phaser Flutter
Regular Expressions

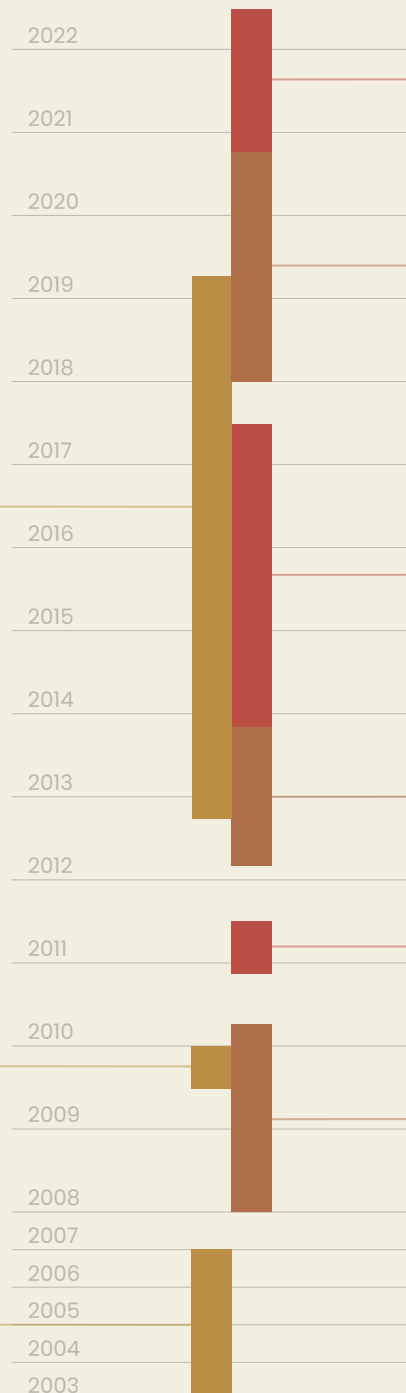## SOME OPEN SOURCE PROJECTS

Visual Studio Code Unity Snippets
All of the code snippets a Unity game developer using VSCode needs. Very popular extension with more than 1M downloads.

Phaser Runtime Editor
A WYSIWYG runtime editor for games made with Phaser engine. Very powerful and very easy to integrate.

Deepmerge json
A simple library to deeply merge json objects with the help of useful array merging operations

Sprite Atlas Preview
A tool to help developers find frames inside sprite atlases with support to animation preview.

TIMELINE

2022
2021
2020
2019
2018
2017
2016
2015
2014
2013
2012
2011
2010
2009
2008
2007
2006
2005
2004
2003

Jogo Global
SENIOR LEAD GAME DEVELOPER
I'm the one responsible for the games and their overall quality. I've developed 2 game frameworks to help us deliver the games faster.

TDA Software Development
SENIOR LEAD GAME DEVELOPER
Responsible for the games, their quality and the team. Here we were able to deliver over 40 certified games and another 20 ready for it. I also developed 2 frameworks to achieve help us achieve this goal.

Dreams on Demand
SENIOR GAME DEVELOPER, GAME DESIGNER, PRODUCER
I started as a freelancer creating a bonus game that end up inserted in all games the company had at the time. Soon I was promoted to a fulltime employee and published an improved standalone version of the same game. Here I've worked as a game developer but also as a game designer and producer for the second project.

Luckee
MID LEVEL GAME DEVELOPER
Here I was responsible for our web games and their overall quality. I've created a framework in ActionScript and some internal tools to help us develop games faster and worked close to the server and art team to deliver the best experience possible for the time.

Vesta Gaming
MID LEVEL GAME DEVELOPER
Here I was responsible for our web games and their overall quality. I've created a framework in ActionScript to help us develop games faster. I also worked with the team to develop some landbased game in C++.

Hoplon Infotainment
JUNIOR GAME DEVELOPER
Development of client-side features for the game Taikodom, first in Java and later in Unity. I've worked most of the time with the game UI, very close to the designers. I also developed an UI framework for Unity wich later become opensource.

version 1.2