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CARLOS EDUARDO DONADIO MOREIRA

SKILLS

Unity3D | Object-Oriented Programming | C# | JavaScript | TypeScript | 2D & 3D Design | Mobile Games | Game Design | Adobe Photoshop | Adobe Premiere

INTERPERSONAL SKILLS

Teamwork | Ethics | Responsibility | Empathy | Proactivity | Autonomy | Logical thinking | Problem-solving | Creativity

EXPERIENCE

Coruja Games, Brasil — *Game Developer*

MARCH 2020 - MAY 2023

- Extensive experience in creating prototypes, overseeing the entire game development process from ideation to launch.
- Focused on the design, development, and enhancement of games, utilizing my expertise with Unity and C#.
- Writing efficient, maintainable, and reusable C# code.
- Debugging and fixing technical issues.
- Implemented game mechanics and other dynamic game systems to enhance gameplay.
- Optimization of performance and compatibility across various platforms.

Likin.do, Brasil — *FrontEnd Developer*

AUGUST 2017 - JANUARY 2020

- Development of activities with minimal direction.
- Participation in daily scrum meetings, reviews, and planning sessions.
- Front-end integration with back-end.
- Analysis and debugging of front-end related performance issues.
- Development of new user-facing features and applications.
- Creation and updating of templates, functionalities, and applications.

LANGUAGES

ENGLISH - Upper Intermediate Level

SPANISH - Fluent

PORTUGUESE - Fluent