



Pedro Braga

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Software Developer passionate about designing and building applications, tools, and systems that leverage technology to solve real-world problems and enhance user experiences.

Education & Skills

As a self-taught developer, I continuously improve my programming skills through hands-on projects and contributions to open-source software. My experience spans from game development in Godot Engine to building performance-intensive graphical engines in Rust.

Here are some of my core technical skills:



Professional Experience

Throughout my career, I have consistently delivered high-quality, polished solutions. Below are some of my key contributions:

Dreamed Away Programmer, Game Designer, Composer 2021 - 2025

Designed and implemented battle systems, puzzles, and minigames, balancing difficulty and accessibility to enhance player engagement and support the game's narrative.

Terahub Backend Developer 2023 - 2025

Developed and maintained backend systems for a digital marketplace, guiding the project from initial planning to production deployment.

Hiperbanco Backend Developer 2022 - 2023

Designed and maintained internal APIs for a White-Label Banking-as-a-Service platform, reducing technology costs and delivering tailored solutions for clients.

Casa da Infância Workshop Artist, Programmer 2019

Facilitated art workshops and developed programming activities for children using PICO-8 and MIT Scratch, fostering creative reasoning and problem-solving skills.

Notable Projects

I have a passion for creating tools that streamline workflows and empower users -- so much so that I've open-sourced a few of them!

Below are some of my most impactful projects:



Distortionator GDScript

A tool for creating custom shaders for game development, used by developers of [Mother Encore](#) and [DREAMTONE](#).



RPG Baker Rust

A versatile game engine and editor featuring open formats, visual scripting, and a data-driven architecture that enables seamless plugin integration and allows users of all skill levels to bring their stories to life.



UI Composer Rust

A lightweight FRP library for modern UI development, bringing the developer experience of frameworks like React to native application development. I document its development journey on [my blog](#).

Explore more projects on [my portfolio](#)!