Pedro Braga

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 mrpedrobraga

Greetings! I'm a self-taught software developer with a passion for tools that can enrich workflow, and videogames. I see computers and the internet as powerful assets that can better your life in many ways if you harness their potential. I have designed several applications, plugins and tech with that very intention.

SKILLS

Software Engineering & Design

git LUA Python <web> Godot Java

C++ Nano StarScript GLSL UX UI Blender
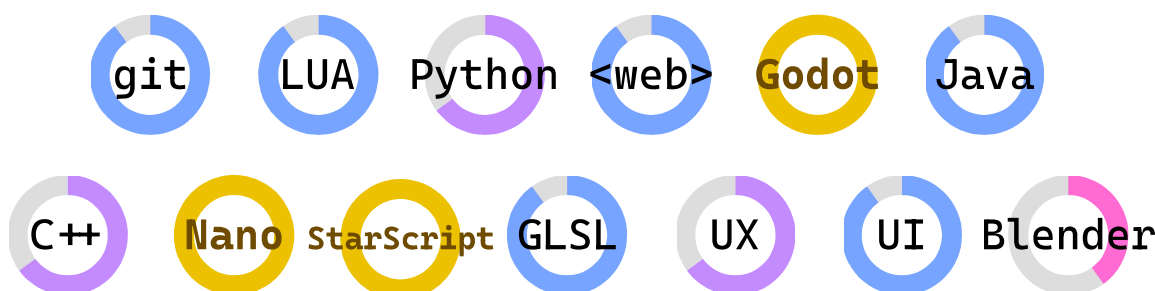
[1] Nano: I designed this language;   [2] StarScript: I also designed this language.

LANGUAGES

pt-br Portuguese, my native language.   **en** English, spoken to fluency, as you can see :P

WORK EXPERIENCE

at Hiperbanco **(Current)**
as Backend Developer *Salvador*

I'm responsible for the implementation and maintenance of the API for financial software.

at Centro de Cultura e Conhecimento 2022
as Programming Teacher *Salvador*

Taught weekly lessons on programming for video-games using PICO-8 and MIT's Scratch.

at Centro de Cultura e Conhecimento 2022
as Workshop Artist *Salvador*

Aided in the performance and elaboration of activities where the children could use art to express, listen to, transform their environment.

on "Dreamed Away" 2022
as Game Desginer *(Remote)*

Discussed, elaborated and designed the system of combat for the game Dreamed Away, taking into account its needs, themes, game feel, and the player's psychological experience.

on "Windswept" 2020-2021
as Character Artist / Animator *(Remote)*

Animation and Character Design for Windswept.

PROJECTS

Inner Voices

Videogames are my favourite art medium, and I've been working tirelessly on my love-letter to all the outcasts of the world.

This is by far my most intricate project; making a game combine expertise in a lot of areas.

Check it out on [mrpedrobraga::inner_voices].

StarEngine

A lightweight, cherrypickable Godot framework for RPGs.

nano

A programming language designed for fun, to be easily readable, elegant and character-efficient.

pipeflux

An elegant and type-safe implementation of the pipe operator for Javascript.

Distortionator

A shader creation tool for Modot-based games to create art with code.

joytype

A design and Godot implementation of a better typing for game controllers.

webml

A new ecosystem of protocols for a simpler, decentralized web.

INTERESTS & HOBBIES

Writing & Worldbuilding   (justified daydreaming)

Be it books, games or TV, I love myself a good story to be immersed in. There's something oddly cathartic in getting attached to characters, then being numb for days after the story ends.

Beach Walking   (not swimming, walking)

You can solve an easy problem by thinking about it. You can solve a hard problem by leaving to the beach, not thinking about it for an hour then getting home.

Maths   (the language of universe speaks)

Although maths is very useful in my career choices, nothing is as fun as useless but amusing math functions. A good chunk of my free time when young was spent discovering new facts only to learn they were already discovered centuries before.

Music   (beep boop blip)

I bought my first guitar and it's the most beautiful thing I own! I love it like my child. I can't play it as well as I'd like yet, but getting there with hard work, dedication, perseverance, etc, etc.