



Pedro Braga

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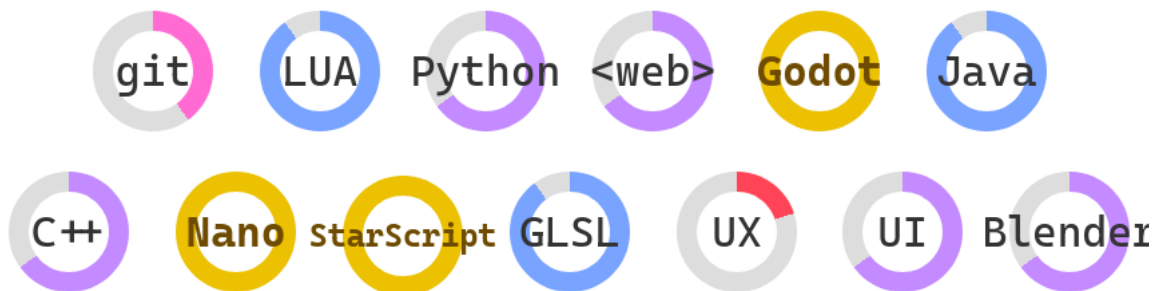
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[mrpedrobraga](#)

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've designed several applications with that intention, as well as tiny games.

SKILLS

Software Engineering & Design



[1] Nano: I designed this language; [2] SSH, StarScript: I also designed this language.

LANGUAGES



Portuguese, my native language.



English, spoken to fluency.

WORK EXPERIENCE

at Centro de Cultura e Conhecimento

2022

as *Programming Teacher*

Salvador

Elaborated and taught weekly lessons on programming for video-games using many platforms, mainly PICO-8 and MIT's Scratch. Worked on what algorithms are and how to use them to achieve a creative vision.

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. I taught production of different crafts, and I produced and oversaw events such as festivals and commemorations.

on "Dreame Away"

2022

as *Game Designer*

(Remote)

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

on "Windswept"

2020-2021

as *Character Artist / Animator*

(Remote)

Worked to ensure an interesting retro-modern aesthetics and design for the game's main characters, and then animated all the different actions in a pixel art style, all for the video game 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.

The game is my main subject on twitter [[@mrpedrobraga](#)] and mastodon [[@mrpedrobraga@mastodon.gamedev.place](#)].

StarEngine

A lightweight, cherrypickable Godot framework for RPGs.

nano

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

Overtone

A music composition app made for composers, that streamlines the digital composing workflow.

Elements

A pixel-art asset creation app that mixes procgen and manual drawing in only one application.

MetaSketch

A planning app where you create boards (pages) and organize controls freely. It works on the principles of sandbox, and doesn't force a specific organization onto the user.

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. Good stuff.

Beach Walking

(not swimming, walking)

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. Good stuff.

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 haven't met a single person who doesn't like some kind of music. I'm an eclectic listener, really. My playlists have funk, jazz, swing, indie rock, classic rock, orchestral, jpop, EDM. Not a picky eater listener!