Nathalia Andrade

Games Programmer | Software Engineer

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Email:

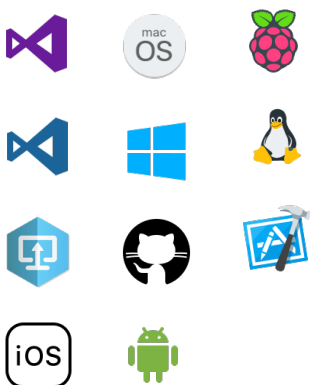nathaliandrad@gmail.com

Portfolio:

nathaliandrad.github.io/portfolio/home

Game Development

Software - OS

Programing Languages

Work experience

Motorsport Games - Junior Programmer Feb 2021 - Current

KartKraft (Available on Steam)
IndyCar (Unreleased Title)

- Proficiently programming in C++ and Lua, harnessing the capabilities of UE4 and UE5.
- Created scripting tools to empower designers and artists to contribute code changes seamlessly.
- Implemented intricate systems across gameplay, audio, UI, and networking components.
- Diligently debugged and resolved issues in encompassing gameplay dynamics, audio rendering and UI functionality.
- Debugged server-client interactions in Visual Studio to resolve issues and ensure a stable gameplay experience.

Outlandish Arts - VR Unity Developer Feb 2021 - May 2021

Fire - VR Experience

- Developing a climate disaster-themed VR application using Unity.
- Iteratively integrating new functionalities to enhance the VR user experience.
- Designing and optimizing tools to facilitate feature implementation and ensure universal user accessibility.
- Incorporating text-to-speech and spatial audio for an immersive VR encounter.
- Localizing and integrating 3D art assets into the virtual environment.
- Implemented audio programming techniques for spatial sound rendering and intricate visual effects (SFX and VFX) integration.

LiminalVR - Unity Developer Feb 2021 - May 2021

ColorgizeVR (LiminalVR Platform)

- Collaborated in the development of a concise VR game/experience.
- Executed UI programming tasks, including the implementation of trails and particle systems.
- Focused on gameplay programming to ensure the VR core mechanics are robust and immersive.
- Produced custom animations for individual objects within the virtual environment.
- Deployed multiple particle systems to enhance visual effects.
- Modified and generated 3D models to optimize the virtual room.

ColorgizeVR was awarded Bronze in the VR Experience Category at the Animation & Effects Awards(AEAF).

Languages

English - Fluent (Speaking, Writing)
Portuguese - Native
Japanese - Intermediate (Speaking, Writing)

Education

Bachelor of IT - Games Programming
Academy Information Technology - Sydney, AU May 2018 - May 2021

Certificate IV - General Business
City Institute - Sydney, AU
May 2017 - May 2018

Certificate - Robotics Fundamental
Online Course
December 2020 - February 2021
Certificate - Raspberry Pi Full Stack
Online Course
July 2019 - September 2019

High School Diploma
Arima Koukou - Kanagawa, JP
March 2015

The Studio - IT Specialist and Web Dev Intern Feb 2021 - May 2021
The Studio Website

- Collaborated closely on the development and continuous enhancement of The Studio website.
- Managed API integration and layout design to enhance the overall user experience (UX) and user interface (UI).
- Designed and developed a robust membership portal for registered members.
- Implemented an efficient system architecture for seamless website operations.
- Substituted WordPress plugins with a more optimized and tailored system.
- Engineered a secure cart system for processing membership payments.

References available upon request