

Nicolas Parreiras

Game Developer

SUMMARY

Versatile Game Developer with **5+** years of experience in game development, specializing in **Gameplay** and **UI** for **Unity/Unreal**. Skilled in **tooling**, **Game AI**, **Testing/Automation**, and **Linux**, with foundational knowledge in **Game Art/Tech Art** to bridge disciplines and deliver polished, visually stunning results.

WORK EXPERIENCE

Globant (Games Studio), Remote

Game Developer Semi Senior Advance

June 2022 - February 2025

- Developed and polished multiple **Unreal Engine** training projects (**FPS Prototype**, **Door Quest**, **Friend HUD**, and **Mystica**), using Blueprints and C++, alongside previous project work, demonstrating strong time management and dedication to skill development
- Delivered **200+** high-quality improvements and bug fixes in **Unity**, with C#, for **Zynga's Harry Potter: Puzzles and Spells**, directly impacting revenue growth through **15+** monetizable features and live events
- Cooperated with UI, UX, and Tech Art teams to implement **10+** stunning interfaces, while analyzing specs, creating costing docs, and maintaining clear communication to align with **Zynga's** goals as an outsourced developer

Fiverr (Seller), Remote

Freelancer Consultant Game Developer

December 2020 - June 2022

- Developed **5+** complete game titles (e.g., **Merge Dolls**) from scratch and enhanced **30+** existing ones (e.g., **Legacy of Sin: The Father Sacrifice**) by debugging, optimizing performance, and adding new features
- Managed deadlines, estimates, and direct communication with **40+** clients, while addressing feedback to meet requirements
- Built a strong reputation on the platform by ensuring timely delivery, earning **60+** positive reviews from satisfied buyers and a solid **5-star** rating

Compasso UOL, Belo Horizonte, MG, Brazil

Game Developer Intern

May 2021 - August 2021

- Developed **2** game prototypes using **Unreal Engine** (**FPS Prototype**) and **Unity** (**Inventory Prototype**), showcasing proficiency in Blueprints, Game AI, and C#
- Praised by instructors/contractors for exceptional organization and efficiency in Blueprint and C# implementation

CONTACT

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[Full Portfolio](#)

SKILLS

- Unity Engine, C#
- Unreal Engine (4, 5), C++, Blueprints
- Game Programming, Game UI, Game UX
- Game Tooling, Testing, and Automation
- Game AI (Behavior Trees, Combat AI)
- Debugging, Profiling, and Optimization
- Git (VCS)
- LLMs / AI usage for coding
- Software/System Architecture
- Cross-discipline collaboration
- Effective Communication
- Linux, Nix, Scripting, Lua Lang
- Agile, Scrum

EDUCATION

PUC MG

Digital Games Technologist

December 2021

Belo Horizonte, MG, Brazil

- **Awards:** Honor Roll for academic excellence
- Main programmer for 3 complete Unity games: **Best Lost n' Found**, **Geena: Tower of Chaos**, and **Super FoxhedgeHog World**

CEFET MG

Computer Technician

December 2018

Belo Horizonte, MG, Brazil

- **Certifications:** Finalist in the **UNICEF Samsung Marathon Participation Certificate for Mobile Technologies in Schools**

OTHER

- **Languages:** English (C1+ Advanced), Brazilian Portuguese (C2 Native)
- Volunteer at **Oásis São Joaquim** and **Open Source Contributor**