Felipe Nunes

Gameplay Programmer

PROFILE

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Leiria, Portugal

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Portfolio
https://nyune.su/

Linkedin
Felipe Nunes

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SKILLS

Fast Prototyping
Excellent

Unity
Excellent

C#
Excellent

Unreal
Intermediate

Game Design
Good

Level Design
Great

Maya
Intermediate

Git
Excellent

Analytical Problem Solving
Great

System & Mechanics
Great

LANGUAGES

Portuguese
Native

English
Proficient

HOBBIES

Game jams

Prototyping

Playing musical instruments

OBJECTIVE

Gameplay programming position with emphasis on collaboration with multidisciplinary teams. Willingness and ability to travel.

WORK EXPERIENCE

Nyunesu (August 2017 - Present)
Gameplay Programmer

- Casual games made in Unity from concept to delivery
- Porting & Licensing for gaming portals
- Clients include CoolMath.com LLC, Armor Games, Shockwave & Addicting Games

ERA Game Studio (May 2020 - July 2020)
Freelancer Gameplay Programmer

Unannounced Collectible Card Game (Unity - iOS, Android)
- UI Implementation, display management and screen transitions
- Core game system for the First Playable Prototype
- Emphasis in UX with constant playtest
- Polish with animations and VFX

Atena Technlogies (September 2015 - August 2017)
Software Developer Intern

Private social security web-based system
- Feature implementation in a web-based system utilizing C#, and MySQL.
- Performance optimizations
- Bug fixing

EDUCATION

Polytechnic Institute of Leiria (September 2018 - June 2021)
Bachelor's Degree Games & Multimedia

- Highest possible grade in all programming & Unity related subjects

UBISOFT & KnowledgeOne (July 2020 - August 2020)
Game Creator's Odyssey Act I: Rational Game Design

- Complete understanding of the Rational Game Design process
- Improved productivity from conception to production
- Ability to explore different design methods.
- Understand the importance to communicate ideas with multidisciplinary teams by using measurable values

Federal University of Bahia (June 2014 - May 2018)
Bachelor's Degree Computer Science

AWARDS & RECOGNITION

GMTK Game Jam 2020 July 2020
Game Maker's Toolkit

CockaTune
#34 in overall and #9 in presentation out of 5413 submissions

Ludum Dare 42 August 2018
Ludum Dare

Deep Down
#19 in overall and #8 in fun out of 3069 submissions

Brazilian Games Symposium September 2017
Official Selection

Timers

Best Game Design July 2017
Gamepólitan - GPDEV Awards 2017

Timers

Best Student Project July 2017
Gamepólitan - GPDEV Awards 2017

Timers