PABLO OLIVEIRA

pablo.nog.olvr@gmail.com | Uberaba/Minas Gerais/Brazil

Game Programmer with 4 years of experience, focused on Gameplay Programming.

Education

University of São Paulo, Instituto de Ciências Matemáticas e de Computação   Jan 2019 – Dec 2023
Bachelor of Computer Science

Socials

Portfolio: pabloolvr.github.io

LinkedIn: linkedin.com/pabloolvr

Github: github.com/pabloolvr

Skills

Programming Languages: C, C#, C++, Python, Java, JavaScript, SQL

Languages: Portuguese (fluent), English (fluent), Spanish (A1 level)

Technologies: Unity, Unreal Engine 4-5, Unity Gaming Services, Azure PlayFab, Unity Netcode, Photon Fusion, Photon Quantum, Git, Latex, Photoshop, Blender, MongoDB

Work Experience

Game Programmer   Jan 2024 – Present
Blue Gravity Studios

- Designed and implemented several Gameplay, UI and Audio systems in Unity using C#.
- Implemented backend systems using Unity Gaming Services.
- Implemented multiplayer systems with Unity Netcode, Photon Fusion and Photon Quantum.
- Worked on optimization of game performance in CPU, memory and graphics usage on mobile and WebGL projects.
- Managed game deployment process with building, testing and publishing on Play Store and App Store.

Game Programmer Intern   Sep 2022 – Dec 2023
Umbu Games

- Designed and implemented several Gameplay, UI and Audio systems in Unity using C#.
- Implemented backend systems using Playfab.
- Maintained and improved codebase of existing projects.
- Worked on optimization of game performance in CPU, memory and graphics usage on mobile projects.
- Managed game deployment processes with build creation, testing and publishing on Play Store.

Unity 3D/C# Programmer Intern   May 2022 – Aug 2022
Zoyd Games

- Worked in three different projects implementing features in several areas such as Gameplay, Animation, Networking with Photon Fusion and UI using Unity Engine.

Undergraduate Research Scholar   Sep 2021 – Sep 2022
University of São Paulo, Instituto de Ciências Matemáticas e de Computação

- Original project name: "Reconectando pela Neurociência: uma proposta de resgate do vínculo escolar e melhora da aprendizagem para adolescentes em conflito com a Lei."
- Designed, prototyped, and implemented an educational game with the proposal of rescuing the school bond of adolescents in conflict with the Law by teaching how to recognize and deal with emotions.

Unity Game Developer   Apr 2020 – Apr 2022
Fellowship of the Game, University of São Paulo

- Assisted in outreach group development activities by writing code in many areas of game development such as Gameplay, Audio, Animation, UI and AI with C# in Unity Engine.
- Helped the designing of important game design aspects in projects.
- Helped the organization of events held by Fellowship of the Game.