

Pedro Henrique Narvaez Gaia

Game Developer

Personal Data

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Education

Bachelor of Game Design

Universidade Anhembi Morumbi
January 2012 - January 2016

Extracurricular Courses

- Unity & SQLite
December 2020
- The Ultimate Guide to Real World Applications with Unity
October 2020
- The Unity C# Survival Guide
June 2020
- The Ultimate Guide to 2D Mobile Game Development with Unity
May 2020
- The Ultimate Guide to Cinematography with Unity
April 2020

Languages

Spanish | Fluent
English | Intermediate

Skills

Unity Engine | Specialist
C# | Specialist
GIT Version Control | Proficient
UnityXR | Specialist
Jenkins | Proficient
Sony DevNet | Specialist
Steam | Proficient
JetBrains Rider - Proficient
Oracle VM VirtualBox | Proficient
Excell / Sheets - Proficient
Vegas Pro | Specialist



Professional Experience

VRMonkey

Lead Game Developer
June 2022 - Until now

- Development for Pico, iQIYI, Quest, SteamVR and Playstation 5 platforms, using and properly documenting the use of each SDK;
- Participation in meetings with clients for the alignment of information about the projects;
- Creation of a Localization tool in conjunction with a team member which made it possible to speed up the delivery of company's projects;
- Creation of a Platform tool in conjunction with several collaborators that made it possible to simplify the work in multiplatform projects of the company;

Junior Game Developer

August 2021 - June 2022

- Virtual Reality Game Development in Unity Engine;
- Initial development of the Fix the Boat minigame in the Viking Days game using Unreal Engine published on the Playstation 4 platform;
- Creation of documentation about the mechanics created in the projects;

Lunic Games Entretenimento Ltda

Freelance Game Developer
January 2021 - January 2022

- Multiplatform Game Development in Unity Engine;
- Participation in team meetings for production alignment;
- Conducting selective processes to recruit Game Developers;

Sabiarts

Junior Game Developer
January 2021 - August 2021

- Mobile and PC Game Development in Unity Engine;
- Organizing and leading meetings to make decisions about the game developed by the company (Ruff Day);
- Participation in the online game jam Global Game Jam CWB earning 5th place with the game Ruff Day;

Imagine SUS | Voluntary Work

Junior Game Developer
April 2020 - August 2021

- Mobile Social Impact themed Game Development on Unity Engine;
- Organizing and leading meetings to make decisions about the game developed;



Published Projects

