

# Pedro Henrique Narvaez Gaia

Game Developer

## Personal Data

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## Education

### Bachelor of Game Design

Universidade Anhembi Morumbi  
January 2012 - January 2016

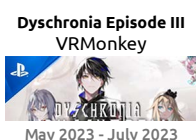
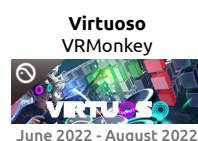
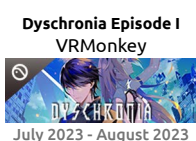
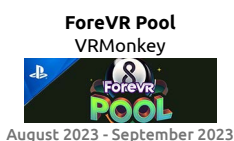
## Languages

Spanish | Fluent  
English | Intermediate

## Skills

Unity Engine | Specialist  
Unreal Engine | Familiar  
Sony DevNet | Specialist  
Steamworks | Proficient  
Pico Development Platform | Proficient  
Meta Development Platform | Familiar  
GIT Version Control | Proficient  
Jenkins Automation | Specialist  
C# | Specialist  
JetBrains Rider - Proficient  
Oracle VM VirtualBox | Proficient  
Vegas Pro | Specialist

## Main Projects



## 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 to discuss project goals and needs;
- Development of a custom localization tool that greatly helped the company with meeting project deadlines;
- Development of a multi-platform custom tool that enabled team members to work on multiple hardwares more easily

### Junior Game Developer

August 2021 - June 2022

- Virtual Reality Game Development in Unity Engine;
- Initial development of the minigame "Fix the Boat" from the PlayStation 4 title "Viking Days" (Unreal Engine);
- Documentation of the mechanics developed for the projects;

### Lunic Games Entretenimento Ltda

Freelance Game Developer  
January 2021 - January 2022

- Multiplatform Game Development in Unity Engine;
- Participation in team meetings to discuss project goals;
- Participation in the selection process for hiring new development team members;

### 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;