

Pedro Henrique Narvaez Gaia

Game Developer

Personal Data

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Education

Bachelor in Game Design

Universidade Anhembi Morumbi
January 2012 - January 2016

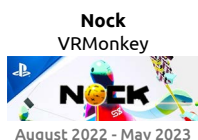
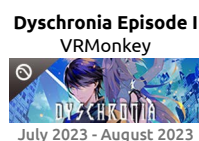
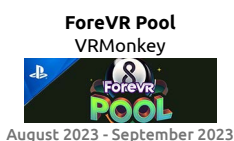
Languages

Spanish | Fluent
English | Advanced

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 2022 - January 2023

- 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;