

# Luís Felipe Picareli

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14/10/1993

Lisbon, Portugal

Video Game developer working with **Unity** engine since 2012, proficient with **C#** and working knowledge of a few other languages. Able to code any area related to a video game from gameplay to technical systems, test, debug and create full documentation.

**Main Skills** Unity, C#, Game Development

## Work Experience

**Game Developer** • August 2020 → Current

Prime Cut Games • Lisbon

Project planning, mentorship, game programming and development of the title **Zealot** in the **Unity** engine.

**Gameplay Programming:** Combat and Movement System.

**UI Programming:** Main Menu and Player HUD.

**Systems:** Dialogue, Camera, Save Game, Localization and Input.

Unity, C#

**Software Developer** • November 2016 → August 2018

Addon - Digital Media, Lda • Lisbon

Development of an interactive directory for shopping malls in **Unity** for **Linux** systems.

Unity, C#, Web Development, Linux

**Unity Developer** • May 2012 → July 2016

Universidade Lusófona • Lisbon

Development of a **Serious Game** that served as a platform for cognitive training and rehabilitation, for **Windows**, **WebGL** and **Android**, with integration of **Kinect** and **Google VR**.

Unity, JavaScript, Android, VR, Kinect

**IT Technician Intern** • May 2010 → July 2010

Faculdade de Psicologia da Universidade de Lisboa • Lisbon

Installation and maintenance of software and computer equipment.

IT Support, Computer Maintenance

## Skills

### Programming Languages

Proficient with **C#**, good knowledge of **Javascript**, past experience with **Java** and **C**, learning **Python** for a personal project.

Mastery of coding best practices, with great ability to create well organised and readable code.

### Software

Working with the **Unity** engine since version 3.5, experience with **Git** and **Plastic SCM** (now **Unity VCS**) for version control.

Able to create and manage databases in **SQL**. Familiar with both **Windows** and **Linux CLI**.

Using **Blender** for personal projects and game modding.

### Personal

Organised, problem solver, always looking to improve and learn.

**Languages** Portuguese (Native), English

## Education

### Multimedia Applications and Video Games • EQF 6

Universidade Lusófona • Lisbon

2014 – 2016

Bachelor level course for video game development and multimedia production.

**Main Units:** Object Oriented Programming, 3D Modelling, Game Design.

Unity, C#, Java, Javascript, Maya

### Software Development and Systems Administration • EQF 5

Universidade Lusófona • Lisbon

2011 – 2012

Comprehensive course with focus on software development.

**Main Units:** Programming, Software Engineering, Databases, Web Development, Project Management, and Network Architecture and Protocols.

Javascript, C, PHP, SQL

### Computer Maintenance • EQF 4

Escola Secundária de Fonseca Benevides • Lisbon

2007 – 2010

Professional course focused on computer maintenance and repair.

IT Support, Linux, Pascal