

LUÍS FELIPE PICARELI

Software Developer

lfpicareli@gmail.com

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Highly experienced in the Games and Multimedia industry, using C#, .Net and the Unity engine. Skilled in coding a diverse range of systems, conducting thorough testing, and creating detailed documentation to achieve an effortless user experience.

SKILLS

C# and .Net, JavaScript, Python, HTML, CSS, SQL, C, Java, PHP, Lua

Unity Engine, Git, Visual Studio, Linux CLI

Problem Solving, Organization, Adaptability, Attention to Detail, Creativity

English, Portuguese (Native)

EXPERIENCE

Aug 2020 - Dec 2023

GAME DEVELOPER

PrimeCut Games, Lisbon

- Implemented base gameplay features, such as movement and combat systems;
- Designed and developed core systems, including UI, Dialogue, Localization and Input;
- Maintained technical documentation and provided mentorship.

Nov 2016 - Aug 2018

SOFTWARE DEVELOPER

Addon - Digital Media, Lda, Lisbon

- Designed and developed an interactive directory for shopping centres;
- Researched and implemented systems to interact with external devices and backend;
- Prototyping innovative solutions for digital marketing.

May 2012 - Jul 2016

UNITY DEVELOPER

Universidade Lusófona, Lisbon

- Developed, and maintained a platform that used Serious Games for psychology research;
- Ported desktop applications to Android tablets to be used for cognitive training;
- Implemented Microsoft Kinect to allow physical rehabilitation in the elderly population.

EDUCATION

2014 - 2016

MULTIMEDIA APPLICATIONS AND VIDEO GAMES

Universidade Lusófona, Lisbon

2012 - 2014

COMPUTER SCIENCE

Universidade Lusófona, Lisbon

2011 - 2012

SOFTWARE DEVELOPMENT AND SYSTEMS ADMINISTRATION (EQF level 5)

Universidade Lusófona, Lisbon