

Willian Brasil Metzger

Brazilian, 29 years

Rua Ignacio Silvio Volkweys, 2358

Triunfo – RS

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Goals

Gain increased experience in management of larger teams.

Formation

Graduation in Digital Games – UNISINOS (São Leopoldo)

Qualifications

Main Lead of 4 Unreal Engine Based softwares with 30+ projects delivered.

Field Experience in B2C and B2B communication.

Experience managing small teams and seamless integration between multiple areas of development.

Experience in notion, whimsical, trello and microsoft workspaces.

Experience with lighting, level design and resource management in UE 5

Known languages: C++, C#, Unreal Blueprints, Python, GML, GDScript, HTML, CSS, Javascript, Typescript, NodeJS, MongoDB.

Experienced with UE4, UE5, Unity, Godot, Game maker and Visual Studio.

Known techniques: AI (Pathfinding, State Machines, Behaviour Trees), Advanced Data Structure Managment, Shader Programming.

English – Advanced.

Portfolio: <https://willianmetzger.github.io>

Experience

Intern at Zoyd Softwares as a Game Developer – 3 Months.

Worked at Aura Remastered project for Goethe Instut as Game Developer – 8 Months.

Worked at Influey as Mobile / Web Unity Developer – 3 Months.

Working at iTeleport as Unreal Developer/XR – 5 Years. (Current)