

Yuri Farion

ファリオン ユーリ



SUMMARY

Professional game developer with 5+ years of experience in Unity/C# for more than 80 clients from regions such as the United States Of America, Canada, the United Kingdom and France. I moved from Brazil to Japan in order to pursue a dream to develop my professional skills and to search for a better quality of life and to be with my wife. Japan has always been in my life from countless hours playing Harvest Moon to watching Captain Tsubasa score goals in his famous anime. My joy in developing a Game is to challenge myself to solve problems and to keep always growing and learning new concepts.

PROJECTS

[English Draughts Online,](#)

Web/Multiplayer — *Unity/C#/MySQL/PHP/Photon PUN 2*
2022

Classic English Draughts/Checkers online game, you earn/lose points for each match you participate in. Account data was handled using PHP and MySQL. To handle multiplayer connections, Photon PUN 2 was used.

[Lawn Mower,](#)

Android — *Unity/C#*

2021

With 500+ downloads this game is a lawn mowing simulator with different levels and several challenges that you can use multiple powers to beat. The biggest challenge of this project was that everything from the game was made from scratch, from the 3D models to sound effects.

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SKILLS

Unity/C# (5+ years)

Photon PUN2/Multiplayer
(1 year)

MySQL (1 year)

LANGUAGES

Brazilian Portuguese (native)

English (Fluent)

Japanese (Intermediate Level)

VISA STATUS

Long-Term resident (able to
work full time)

[Coin War,](#)

Web/Multiplayer — *Unity/C#/Photon PUN 2*

2022

Online multiplayer card game in which you use your cards skills to defeat your enemies based on their attributes. Every card has two attributes that can be strong or weak relative to the card it will attack. This project uses Unity and Photon PUN 2 technology to handle multiplayer connection and battle matching.

[Samurai VS Kakigōri,](#)

Virtual Reality — *Unity/C#/XR Interaction Toolkit*

2022~Now

In this samurai VR game you need to cut cubes of ice in order to make a delicious Kakigōri. This game is a personal project that uses XR Interaction Toolkit from Unity and is still in development.

EDUCATION

Universidade Federal do Paraná, Brazil — *Chemical Engineering*

2015 - 2022

Bachelor's degree.

Instituto Federal do Parana, Brazil — *Game development and programming*

2012 - 2015

Technical high school.

JOB EXPERIENCE IN JAPAN

Game programmer - CREEK & RIVER Co., Ltd.
2022/10~

PORTFOLIO

[Github Profile.](#)