Yuri Farion

ファリオン　ユーリ

SUMMARY

Professional game developer with 5 years of experience in Unity/C#. 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 Pokemon 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.

JOB EXPERIENCE

CREEK & RIVER Co., Ltd.

Game programmer – 2022/10~

- Design, enhance, and manage PC and Mobile games using Unity 3D and C#, while utilizing Git for version control.
- Collaborate with artists, designers, and planners to ensure cohesive gameplay and visual elements.
- Participate in game testing and quality assurance to improve game quality and fix bugs.
- Develop Unity engine functionalities to facilitate the game development process.

Game Developer Freelance.

Game programmer – intermittently 2017/1~ 2022/10 (totaling 3 years)

- Implemented new gameplay mechanics, features, and designs for various mobile projects.
- Worked closely with clients and designers to develop challenging and engaging game levels.
- Negotiated project budgets and ensured post-sale customer satisfaction.
- Communicated with international clients from diverse backgrounds and with varying goals.

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SKILLS

Unity/C# (5 years)

Unreal/C++ (1 year)

Photon PUN2/Multiplayer
 (1 year)

LANGUAGES

Brazilian Portuguese (native)

English (Fluent)

Japanese (Business Level)

VISA STATUS

Long-Term resident (able to work full time)

PROJECTS

(Creek and River) **Community Wars**,

 Mobile/Tower defense— *Unity/C#*

2024

Mobile game developed in Unity/C#, responsible for client-side development and out-game menus such as the home screen, gacha, and inventory screens and code reviews. Boost the developing time by creating tools to be used inside Unity Editor. Community Wars features community-based battles where players join various real-world and virtual communities to compete and earn cryptocurrency rewards.

(Creek and River) **C&R Creative Studios Metaverse**,

Windows/PC — *Unity/C#*

2023

Implemented UI screens, chat functionality, and improved user experience by implementing a whiteboard feature that operates online and asynchronously within the Metaverse room. C&R Creative Studios Metaverse is a virtual platform designed for creators worldwide, providing a space for networking, idea exchange, and showcasing innovative content.

(Freelance) **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.

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.

PORTFOLIO

Portfolio

Github Profile.

Certificates

JLPT N3 (Japanese proficiency test)