

Guilherme de Oliveira

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Summary

I'm a Gameplay Programmer with education on Game Design and Computer Science. I have 5 years of experience with programming, and I'm versatile in Unity with C# and Unreal with both C++ and Blueprints.

Skills & Abilities

- **Programming Languages:** C++, C#.
- Problem Solving, Object-Oriented Programming, Algorithms, Data Structures, 3D Math.
- **Game Engines:** Unreal, Unity and GameMaker Studio 2.
- **Software:** Git, Visual Studio, Visual Studio Code.
- **Languages:** English (Advanced), Brazilian Portuguese (Native).
- Communication, Leadership, Scrum, Jira, Project Management.

Experience

Lead Developer, CelleC Games and Black Banshee Studios (09/2019 – 06/2020)

- **Your Human is Sick (Unreal, C++, Blueprints)**
 - Created base class in C++ for player character and floor switch.
 - Integrated animations in the player character.
 - Working as Creative Director, ensuring creative alignment during the development of the game, supervising and reviewing the work of designers, artists and writers.
- **Bopping Blobs ([Google Play Store](#)) (Unity, C#)**
 - Created Player Controller.
 - Developed a tagging system that works for the player and AI.
 - Created a behavior tree framework.
 - Coded AI with three different personalities.
 - Created three different power ups that can be used by players and AI.
- **Lead Developer and Team Management:** As Lead Developer I led a team of developers, worked alongside other leads to discuss studio's pipeline, reviewed code and blueprints of designers and developers, and worked with designers to discuss systems, scope, and technology for new game pitches.

Defensees, Solo Project (2020)

- Designed and developed a Turn-Based System.
- Created Actor class for the Turn-Based System, and Hero and Enemies classes from it.
- Designed and developed a wave spawning and wave progression system.
- Coded a behavior tree framework and A* pathfinding for the AI.

Game Programmer Intern, GILP Studio (01/2019 – 04/2019)

- Worked on **Upside Down ([Google Play Store](#))**, made performance improvements, added colorblind feature to the game, upgraded dependencies, worked on iOS Port.

Education

Master of Science in Game Design, Full Sail University (05/2019 – 06/2020)

Bachelor of Science in Computer Science, Federal University of Uberlândia (2014 - 2018)

- Awarded with outstanding performance by the Brazilian Society of Computing, GPA 82/100.
- Member of CompPET, a scholarship offered by the Brazilian Ministry of Education to the best undergraduate students, the group is involved in activities of Research, Teaching and Extension.