YgorDreyer

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languages
Portuguese fluency
English fluency
Spanish advanced
Japanese low

programming
♥ C++, C#
Python, PHP, HTML,
CSS, Javascript, AJAX,
MySQL, PostgreSQL,
Java, C, Julia, MATLAB

professional profile

Bachelor's Degree in Computer Engineer, and Postgraduate Lato Sensu in Game Design and Development. A Gamer with more than 8 years of experience in multiple areas of programming.

skills

GAME ENGINE
— Professional experience with Unity and Unreal Engine.
— Experience with Block-chain games and Synchronous Multiplayer
— Specialized in Optimization

ART EXPERIENCE
— Experienced visual identity designer, web designer, UI/UX designer and pixel artist

SOFTWARE EXPERIENCE
— Coding: Rider, DataGrip, Android Studio, DotPeek, PyCharm, PHPStorm, GitHub, Laravel.
— OpenSource Collabs: OnionOS, RetroArch, Doplhin, PCSX2
— Graphical: Photoshop, Illustrator

education

2022	**Postgraduate Lato Sensu** in Game Design and Development	Universidade Cruzeiro do Sul
2021	**Bachelor's** in Computer Engineering	Universidade Santa Cruz do Sul

game portfolio

2022	**Unnanounced Simulation Game - WIP**	Starloop Studios

A mobile simulation game, with procedural generation, blockchain integration, asynchronous multiplayer

2022-Now	**Pixelmon - WIP**	Starloop Studios

A 3D action game, with real time battles that include co-op AI, synchronous multiplayer and blockchain integration.

2022	**Toyo - Cancelled**	Lucid Dreams

A Card Battler with synchronous multiplayer and block-chain integration.

2021	**Cobra Kai 2 : Dojos Rising**	Flux Games

A 3D beat'em up, with synchronous multiplayer, using Photon Fusion and PlayFab. A bigger project with 60 people.

additional information

Always up to date with the game industry. Hundreds of games were played and studied to have multiple references when developing a game.

experience

2022–Now **MAGIC MEDIA**   Remote – Spain
Lead Game Programmer
Leading teams in projects that face multiple challenges, including Block-chain integration, server orchestration and synchronous multiplayer

2022–2022 **LUCID DREAMS**   Remote – Dubai, United Arab Emirates
Lead Game Programmer
Head of Game Programming. Responsible for hiring, managing, and leading a team that is creating a card battler game. Developing game architecture, applying design patterns, and maintaining clean code.

2021–2022 **FLUX GAMES**   Remote – Brazil
Game Programmer
Working in a big project with the Unity Engine, focusing in gameplay, physics and player related features. Also working with stability, optimizing, bug fixing and porting to multiple consoles

2018–2021 **ZAMPO WEB DESIGN**   Brazil
Web Designer and Developer
Solving client's problems, by understanding and presenting alternatives, such as taking advantage of social networks, creating a specific website, and using web systems.

2018–2021 **UNIVERSIDADE DE SANTA CRUZ DO SUL**   Brazil
Technological Innovation Scholarship Holder
Regional data mining for geospatial analysis of infectious diseases, enabling the monitoring of the situation on a large scale. Developed and designed a Mobile App for helping the penitentiary system with infectious-contagious diseases.

2017–2018 **DROPWEB**   Brazil
Web Developer
Only full-stack developer in a Design Company. Responsible for designing, developing, and testing systems. Developed an E-commerce platform, food delivery service, and multiple websites.

2015–2017 **AMPIX SOFTWARE**   Brazil
Java Developer
Conducted training programs for the clients. Understood and develop a better UX for the ERP system through clients feedback.