



André Pasquali

Game Developer specializes in the Unity Engine. I'm passionate about games and I've been working with GAMES for the last 8 years. I've Working in small and medium teams with experience working side-by-side with other engineers, game designers, graphic designers, and QA teams. Proficient in all phases of the software development lifecycle. Experience with a broad set of technologies and tools to build amazing and cool things that reach millions of people.

 Ribeirao Preto, Ribeirão Preto - State of São Paulo, Brazil [gamified resume](#) 

Work Experience



Senior Unity Developer • YallaPlay

November 2020 - Present

- Deploy games for Android & iOS
- Use of advanced software architecture and real-time backend data to create and build game functionalities
- Responsive UI Programming with extensive support for different devices and multi-resolution screens
- Work closely with a Game Designer and Graphic Designer to break down project goals into various job duties and tasks
- Recommend architectural improvements, design solutions, and integration solutions
- Delivery of performant, clean, and scalable code
- Develop high-quality game features that reach millions of people
- Implement and maintain various third-party SDKs
- Apply overall optimizations in order to reduce app size and decrease memory and draw calls usage
- Create development tools using Unity Editor Extension
- Integrations of third-party analytics tools
- Work close with QA Teams to polish the game
- Use Jira for project management

Main Project

Spades Masters

Android: [view on google play](#)

iOS: [view on apple store](#)



Programming Manager • Droid Digital

August 2017 - November 2020

- Co-founded Droid Digital Games
- Designed, developed, and tested software applications for use in the mobile app stores
- Lead a multidisciplinary gaming development team
- Implemented agile software development methodologies
- Delivery of high-quality apps for many leading companies
- Planning, developing, building and publishing games for Android & iOS

Main Project

Street Adventure: [game trailer](#)



Game Programmer • Ryse Games

October 2016 - June 2017

- Worked on an MMORPG game project.
- Development of advanced tools for character creation and equipment management
- Programming game UI
- Work closely with designers and engineers to create new game features



Game Developer Solo • HeartAttack Games

January 2015 - October 2016

- Create prototypes of mobile games
- Design and develop games from scratch
- Manage and optimize game assets to draw calls optimization
- Deal with character animation programming and animators
- Programming AI for enemies
- Audio Programming
- UI Programming

Projects Showcase

Call of Dead: [prototype demonstration](#)

Rock Fever: [prototype demonstration](#)

Education



2012 - 2016

Universidade de Ribeirão Preto

Bacharel em Sistemas de Informação ,
Information Technology

Skills

- Game Development
- Mobile App Development
- C#
- Game Programming
- Gameplay Programming
- Unity
- Unity Engine
- .NET Core
- ReactJS
- React Native
- Node/ExpressJS

Languages

- English — Upper Intermediate (B1-B2)
- Portuguese — Native or Bilingual

- Redux
- Javascript
- MongoDB
- Jira . Scrum . Agile

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