

GAME DEVELOPER

Phillipe Lira

SUMMARY | Indie Game Developer with over two years of experience in developing and publishing indie games for PC, WebGL and Android.

MAIN SKILLS | PC and mobile game development using C# and Unity.

OTHER SKILLS | Frontend web development and android app development.

EXPERIENCE | **June - Dezember 2021**

Designed and developed Grumpy, a 2D physics game for Android and WebGL made in Unity.

Designed and developed Savior, a 2D survival/slasher game for WebGL made in Unity.

Designed and developed Fatebringer, a 2D shooter game for PC made in Unity.

January - July 2022

Designed and developed Zeo, a 3D action/fantasy game for PC made in Unity.

July - November 2022

Developed my personal website.

January 2023 - Summer 2024 (not official)

Designed and developed The Forbidden Curse, a 3D action/fantasy game with RPG elements for PC and Consoles (not official).

SOFTWARE EXPERIENCE

2D/3D Art

Intermediate knowledge in Photoshop/Krita, Illustrator, Blender, Substance Painter.

Visual Effects

Intermediate knowledge in Unity's VFX Graph, Particle System and Shader Graph.

Programming Languages

Intermediate knowledge in Visual Studio for programming in C# or C++, VS Code for HTML, CSS and JavaScript.