



# Renan Lima

Gameplay Programmer

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## SKILLS & TOOLS

<p><b>Programming &amp; Scripting</b></p> <p>C#, C++, C, Java Lua, Papyrus Blueprint, Flowgraph Object-Oriented Paradigm Mobile Development (Android)</p>	<p><b>Level Design</b></p> <p>Level Planning &amp; Paper Design Whiteboxing Design Documentation Gameplay Scripting Prototyping</p>	<p><b>Engines, Editors, Tools</b></p> <p>Unity 2D and 3D Unreal Engine 4 Crysis 2 Sandbox Editor, Skyrim Creation Kit Microsoft Office Suite, Trello, Slack Git, SVN, Perforce</p>
<p><b>Languages</b></p> <p>Portuguese (Native), English (Fluent)</p>	<p><b>Others</b></p> <p>Agile development (Scrum, KanBan), Pair Programming</p>	

## PROFESSIONAL EXPERIENCE/PUBLISHED TITLES

<p><b>Gilp Studio</b> Shipped titles:</p> <p><i>Unannounced</i> (TBA, 2020) 2D, mobile, roguelike</p> <p><a href="#">Areia (PC, 2020)</a> 3D, atmospheric, exploration, platformer</p>	<p><b>Development Lead</b> 10/2019 - present</p> <ul style="list-style-type: none"> <li>Coordinated the development team, supporting them in both technical and design terms</li> <li>Maintained <b>backlog</b>, ensuring proper workload and synchronized dev pipeline (<b>Unity</b>)</li> <li>Contributed to projects <b>architecture</b>, anticipating <b>risks</b>, providing solutions, and guaranteeing high-quality deliveries</li> </ul> <p><b>Level Designer</b> 02/2018 - 07/2019</p> <ul style="list-style-type: none"> <li>Designed and built many levels (paper to shipping quality), with iteration and playtest (<b>UE4</b>)</li> <li>Collaborated with team members to consolidate game mechanics and level progression</li> <li>Prototyped and implemented game mechanics, scripted sequences, and tools (<b>Blueprint</b>)</li> </ul>
<p><b>Tapps Games</b> Main shipped title:</p> <p><a href="#">Starside Resort (Android, iOS, 2018)</a> 2D, narrative, match3, city-building, casual</p>	<p><b>Game Programmer</b> 12/2017 - 02/2018</p> <ul style="list-style-type: none"> <li>Contributed in the design, architecture and implementation of different game systems and editing-supporting tools (HUD and UI, Story/Mission Progression, Social Network integration, Side Events, others) - <b>Unity (C#)</b> and <b>Corona SDK (Lua)</b></li> <li>Helped in the development of <i>Starside Resort</i> from its early stages to shipping, including</li> </ul>
<p><b>Galaxy Shark Studios</b> Shipped title:</p> <p><a href="#">Gravitas (PC, 2019)</a> 3D, Physics-based, puzzle-platformer</p>	<p><b>Level Designer</b> 07/2015 - 12/2015</p> <ul style="list-style-type: none"> <li>Collaborated with teammates on the construction of 4 levels (paper to shipping quality) in <b>UE4</b></li> <li>Integrated main character's animation in-game (<b>Blueprint</b>)</li> <li>Implemented scripted sequences for levels (<b>Blueprint</b>)</li> </ul>
<p><b>iMax Games</b> Main shipped title:</p> <p><a href="#">JACTO Uniport 3030 (PC, Android, 2014)</a> 2D, driving, truck simulator</p>	<p><b>Game Programmer</b> 09/2012 - 08/2014</p> <ul style="list-style-type: none"> <li>Designed and implemented games, simulations and apps targeted to a wide variety of platforms (Desktop, Tangible Table, Mobile) - <b>Unity (C#)</b></li> <li>Developed client-server systems and database projects (PHP, PL/SQL, and MySQL)</li> </ul>

## EDUCATION

**Master Degree in Digital Game Development – Level Design** 2014-2016

SMU Guildhall (Southern Methodist University), Plano, TX, USA *\*Full Scholarship by Brazilian Government*  
Thesis: "Emotion-centric Design: An Innovative Approach to Video Game Development"

**Bachelor Degree in Computer Engineering** 2008-2012

Universidade Federal de São Carlos (UFSCar), São Carlos, SP, Brazil  
Undergraduate project: "Development of Android applications to simulate dangerous situations related to death-risk professions, creating a secure, cheap and flexible way to help in those professionals' training" - **Android (Java)**