# Bruno Machado

## Game Designer & Programmer

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My Portfolio: https://brun00dev.com/

## Personal profile

- I'm Bruno Machado, a Brazilian Game Designer and Programmer with a deep passion for video games and interactive experiences. I'm currently seeking my first professional opportunity in the game industry, where I can apply my technical and creative skills while continuing to grow as a game developer. I'm eager to learn, take on new challenges and contribute to a creative and collaborative team.

## Experience

### SOFTWARE DEVELOPMENT PROJECTS — UNIVERSITY

*2024 – Present*

- Collaborate with multidisciplinary student teams to develop websites and applications as part of Software Engineering projects.
- Use Git and GitHub for version control, branching, merging and collaborative code management.
- Lead project teams, coordinating tasks, communicating with team members and helping organize the development process to meet project requirements and deadlines.
- Work with team members to plan, implement, test and debug software features.
- Participate in the development lifecycle, from requirements and system design to implementation and testing.

### INDEPENDENT GAME DEVELOPER & GAME DESIGNER

*2025 – Present*

- Design and develop gameplay systems in Unity and C#, combining game design decisions with technical implementation.
- Develop multiple game projects across different genres, including a 3D adventure game, an endless runner, and an ongoing 2D turn-based RPG.
- Implement gameplay systems such as player movement, combat, health, collectibles, power-ups, weapons, camera systems and UI.
- Design and create UI elements and visual assets, as well as original music and sound effects for personal projects.
- Prototype, test and iterate on gameplay mechanics, through playtesting and debugging to improve the player experience.

- Work across **gameplay programming, game design, UI/UX and audio**, taking projects from initial concepts through playable implementations.
- Use **Git and collaborative development workflows** to manage code, track changes and work effectively with other developers.

# Education

### PONTIFÍCIA UNIVERSIDADE CATÓLICA DE CAMPINAS (PUC-CAMPINAS)

**B.Sc. in Software Engineering**
*2025 – Present*

**B.Sc. in Computer Engineering — 2 years completed**
*2023 – 2024*

### ESCOLA BRITÂNICA DE ARTES CRIATIVAS E TECNOLOGIA (EBAC)

**Game Design Course**
*2025*

**Unity & C# Game Development Course**
*2025 – 2026*

**Unreal Engine Course**
*2026 – Present*

### CULTURA INGLESA

**English Language Program — Cambridge C1 Certified**
*2013 – 2019*

# Skills

## Technical Skills

- **Programming:** C#, C++, Object-Oriented Programming (OOP)
- **Game Engines:** Unity, Unreal Engine, Blueprints
- **Game Design:** Gameplay Design, Systems Design, Level Design, Prototyping
- **UI/UX:** Figma, Balsamiq, Unity UI
- **Art & Audio:** Aseprite, Pixel Art, Music Composition, Sound Design, Bosca Ceoil, MuseScore
- **Development Tools:** Git, GitHub, Visual Studio, VS Code

## Soft Skills

- **Team Leadership & Collaboration** — Led multiple university development teams and collaborated with teammates across game, web and application projects.
- **Problem Solving** — Approach technical and design challenges through analysis, experimentation, debugging and iteration.

- **Communication** — Comfortable communicating technical ideas, design concepts and project requirements within development teams.
- **Creative Thinking** — Combine technical, artistic and design skills to approach game development from different perspectives.
- **Adaptability & Self-Learning** — Continuously learn new tools, technologies and development workflows through personal and academic projects.
- **Project Organization** — Experienced in coordinating team responsibilities, organizing development tasks and working toward project deadlines.

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# Hobbies

Games have been a part of my life for as long as I can remember. Growing up with video games, I developed a lifelong passion for the worlds, stories and experiences they create. I have a particular love for indie games and metroidvanias, while also being a long-time fan of games like League of Legends and Genshin Impact. I enjoy not only playing games, but also discovering what makes them special and memorable to the people who play them.