Pedro Henrique Narvaez Gaia

Game Developer

Personal Information

✉ pedrogaiadev@gmail.com

📞 +55 11 95247-5740

📍 São Paulo - Brazil

in www.linkedin.com/in/pedro-gaia

🌐 https://pedrogaiadev.com

🐙 https://github.com/pedrogaiadev

Education

Bachelor in Game Design
Universidade Anhembi Morumbi
January 2012 - January 2016

Languages

Spanish | Fluent

English | Advanced

Skills

Unity Engine | Specialist

Unreal Engine | Familiar

Sony DevNet | Specialist

Steamworks | Proficient

Pico Development Platform | Proficient

Meta Development Platform | Familiar

GIT Version Control | Proficient

Jenkins Automation | Specialist

C# | Specialist

JetBrains Rider | Proficient

Oracle VM VirtualBox | Proficient

Vegas Pro | Specialist

Professional Experience

Lunic Games Entretenimento Ltda

Mid-Level Game Developer
May 2024 - Until now

- Multiplatform Game Development in Unity Engine;
- Participation in team meetings to discuss project goals;
- Analysis and review of Pull Requests;
- Planning and creating system diagrams;

VRMonkey

Lead Game Developer
June 2022 - April 2024

- Development for Pico, iQIYI, Quest, SteamVR and Playstation 5 platforms, using and properly documenting the use of each SDK;
- Participation in meetings with clients to discuss project goals and needs;
- Development of a custom localization tool that greatly helped the company with meeting project deadlines;
- Development of a multi-platform custom tool that enabled team members to work on multiple hardwares more easily

Junior Game Developer
August 2021 - June 2022

- Virtual Reality Game Development in Unity Engine;
- Initial development of the minigame "Fix the Boat" from the PlayStation 4 title "Viking Days" (Unreal Engine);
- Documentation of the mechanics developed for the projects;

Lunic Games Entretenimento Ltda

Freelance Game Developer
January 2022 - January 2023

- Multiplatform Game Development in Unity Engine;
- Participation in team meetings to discuss project goals;
- Participation in the selection process for hiring new development team members;

Sabiarts

Junior Game Developer
January 2021 - August 2021

- Mobile and PC Game Development in Unity Engine;
- Organizing and leading meetings to make decisions about the game developed by the company (Ruff Day);
- Participation in the online game jam Global Game Jam CWB earning 5th place with the game Ruff Day;

Main Projects

ForeVR Pool
VRMonkey

August 2023 - September 2023

RUINSMAGUS
VRMonkey

June 2023 - August 2023

Dyschronia Episode I
VRMonkey

July 2023 - August 2023

Dyschronia Episode III
VRMonkey

May 2023 - July 2023

The Signifier
VRMonkey

December 2021 - June 2023

Nock
VRMonkey

August 2022 - May 2023

Virtuoso
VRMonkey

June 2022 - August 2022

Star Strikers: Galactic Soccer
Lunic Games

January 2022 - January 2023

Ruff Day
Sabiarts

January 2021 - August 2021

Exame Citopatológico
Freelance

September 2020 - October 2020