GUILHERME PEREIRA

Software Developer | Game Developer

+351 963 548 883 guilherme.pereira.esct@gmail.com

Corroios, Portugal Github Portfolio



SUMMARY

As a software developer with 4 years of experience, I work across two main areas: Software development and Unity game development. I enjoy building complete digital experiences, whether that means developing scalable web applications from front-end to back-end using technologies such as HTML, CSS, JavaScript, React, Node.js, REST APIs, and relational databases, or creating engaging and well-structured games using Unity and C#. My work is driven by a strong focus on clean architecture, performance, and maintainable code. I like turning ideas into functional products, solving complex problems, and continuously refining systems to make them more efficient and intuitive.

TECH STACK

C# Python Java SQL C

HTML CSS Javascript PHP C++

NodeJS React ASP.Net Angular

Docker Spring CI/CD Postgre SQL

GO

EXPERIENCE

Full-Stack Developer

Freelance — 03/2026 - Now

- Gathered and analyzed client requirements to define technical specifications.
- Developed modern front-end applications with responsive UI/UX principles.
- Implemented RESTful APIs, server-side logic, authentication systems, and database architectures.
- Optimized application performance, security, and maintainability across the full technology stack.

Unity Developer

Overflow Interactive — 07/2025 - 03/2026

- Implemented coregameplay features in Unity, including movement, combat logic, and AI behaviors.
- Refactored systems using modular C architecture to improve maintainability and scalability.
- Optimized the development pipeline with an Agile methodology, version control, and structured task workflows.
- Built UI components such as menus, loading flows, and interactive navigation systems.
- Integrated audio through mixers and event-driven SFX for enhanced player feedback.
- Contributed to level layout, lighting passes, and scene composition to support gameplay flow.

Fulll-Stack Developer

Arsenal do Alfeite S. A. — 04/2023 - 09/2023

- Developed areal-time 3D simulation in Unity, implementing interactive mechanics and responsive feedback systems.
- Ported the simulation to virtual reality, enhancing immersion and user engagement.
- Developed a web platform with dynamic content and responsive design, streamlining internal workflows and improving user interaction.
- Built a dynamic, data-driven organizational chart with real-time database integration, enabling interactive visualization and responsive user interfaces.

EDUCATION

Bachelor's Degree (Licenciatura) in Software Engineering

Instituto Politécnico de Setúbal — 10/2023 - 12/2025

Bachelor's Degree (Bacharelado) in Information Systems Technologies and Programming

Instituto Politécnico de Setúbal — 10/2021 - 09/2023

LANGUAGES

Portuguese Native ●●●●●

English Native ●●●●●

TRAINING / COURSES

- Complete C# Unity 3D Game Development in Unity 6

PROJECTS

Password Generator

https://password-generator-a264.onrender.com/

A modern web-based password generator built with Go, HTML, CSS, and JavaScript.

Online Leaderboard

https://donttouchpurple.onrender.com/

Online leaderboard backend for the Unity reflex game "Don't Touch Purple", built with Spring Boot and PostgreSQL.

Weather App

https://weather-api-myw6.onrender.com

A simple Java weather API that fetches real-time weather data from the OpenWeather API based on a city name.

Don't Touch Purple

A fast-paced 2D reaction game where players click buttons as they light up to score points while avoiding purple trap buttons.

Java GPS

github.com/Zbienn/Java-GPS

Developed a Java based GPS and Route Mapping application.

FoodLink

github.com/GuilhermePereiraIPS/FoodLink

Led the development of an ASP.NET application for food recipe sharing, integrating it with the Angular framework to deliver a dynamic and responsive user experience.

Intranet and organizational chart – Arsenal do Alfeite S. A.

Developed the updated intranet of Arsenal do Alfeite S. A. Reworked the entire layout of the intranet and developed a organizational chart that automatically updates the when the oracle database gets updated

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MORE PROJECTS

Death to the king

tetaban.itch.io/deathtotheking

A 2D Point-and-Click Puzzle Horror game where you have to translate a book of Incantations and uncover the correct spell before the world ends

Last Respite

zbien.itch.io/last-respite

Created a 2D platformer game in Unity for the GameJam of my Bachelor's degree.

Floodborne

zbien.itch.io/floodborne

Led the development and release of a 2D survivors-like game, made with Unity.