

# GUILHERME PEREIRA

Software Developer | Game Developer

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Corroios, Portugal



## 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.

## EXPERIENCE

### Unity Developer

#### Overflow Interactive

07/2025 - Present

- 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.

### Unity Developer & Software 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 ●●●●●

## TECH STACK

C# Python Java SQL C  
HTML CSS Javascript PHP C++  
NodeJS React ASP.Net Angular

## TRAINING / COURSES

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

## PROJECTS

### Java GPS

github.com/Zbienn/Java-GPS

Developed a Java based GPS and Route Mapping application.

### Floodborne

zbien.itch.io/floodborne

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

### 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.

### Last Respite

zbien.itch.io/last-respite

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

### 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

### Small-Time Projects

github.com/Zbienn?tab=repositories

Various small-time projects that show my learning progress in software and videogame development.