

Eduardo Yukio Rodrigues

Game Programmer

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Summary

Professional with more than **3 years of experience** in the mobile gaming industry, I worked on creating, updating and fixing features in more than **10 commercial games**, which together account for 150 million downloads on Android and iOS. Graduated from **USP in Computer Science**, I worked with several code bases in **Lua** and **Python**, developed dozens of personal games using **Unity** and **Godot**, and participated in 10 game jams, reaching Top 7 among 1880 games.

Skills

- **Core:** Unity, C#, Lua, Love2D, Python, Git, Godot.
- **Additional:** SQL, C, Java, HTML, CSS, JavaScript, VSCode, GoCD, ClickUp, GIMP, Audacity, Spine, Ubuntu, VirtualBox.
- **Languages:** Portuguese (native), English (advanced).

Professional Experience

Game Programmer - Tapps Games (Remote) Oct 2023 - Nov 2024 (1 year, 2 months)

- Implemented 3 minigames for the *My Boo* game, as well as new themes, skins and an IAP offer for *Vlogger Go Viral!* which removes Ads and gives Rewarded Ads rewards immediately, generating thousands of dollars weekly.
- Implemented the FTUE, 1 minigame and many animations for the *Do Not Disturb!* series, including Spine adjustments.
- Developed a reusable code package to implement IAP promotional offers in multiple games.
- Created a tool from scratch, in Python, whose graphical interface was created using the *tkinter* library, automating processes, increasing productivity and giving more autonomy to the team's Game Designers and Artists.
- Managed and mentored 2 interns, promoting the development of their skills through pair programming sessions, knowledge sharing, behavioral feedback and regular code reviews.
- Manipulated player Save file databases, with SQL, preventing problems with sensitive updates.
- Created and changed extensions for Visual Studio Code that were acquired by hundreds of people.
- Translated business decisions into technical solutions by evaluating the feasibility of proposals, implementing efficient algorithms in Lua, using an internal engine based on Love2D and following the Kanban agile methodology.

Junior Game Programmer - Tapps Games (Remote) Sep 2021 - Sep 2023 (2 years, 1 month)

- Developed gameplay features to the game *Evolution Galaxy*, including a minigame with its own interface, a comet that offers items to the player and a progress acceleration system, available via Ads and hard currency.
- Ported *My Boo* minigames to *My Grumpy*, integrating different code bases, with different standards.
- Implemented features in the game *Vlogger Go Viral!* that went through an A/B Testing process, managed through Firebase Remote Config, aimed at collecting data and ensuring the optimization of the user experience.
- Interpreted Firebase Crashlytics data, identifying bugs, crashes and critical performance issues.
- Released frequent updates for dozens of games on Google, Apple and Amazon platforms, using GoCD.
- Created readable, scalable and easy-to-maintain codes, working in an agile environment with Scrum methodology.

Game Programming Intern - Tapps Games (São Paulo, Brazil) May 2017 - Aug 2017 (4 months)

- Developed gameplay elements (minigames, interactive objects), systems (energy, tips, progression), screens (main, settings, shop) and several popups to the games *Match the Emoji* and *Wedding Salon Dash*, using the Lua language.

Personal Projects

Mechanical Playground - Unity/C# | 2D Action-platformer | Solo | PC | University project | [Video](#) | [Code](#) | [Play!](#) | - 2020

- Implemented finite state machines using the *State* design pattern, to create more than 20 game mechanics.
- Created a system in which the player can choose any combination of 6 mechanics and use them together.

Nothing Matters - Godot | 2D Puzzle-platformer | Team of 8 people | PC | Ludum Dare 45 | [Video](#) | [Code](#) | [Play!](#) | - 2019

- Developed the movement and item systems, in addition to 70+ bugfixes. [Top 7](#) innovation, 149 overall (1880 games).

Fallen Angel - Unity/C# | 2D Vertical-scrolling shooter | Solo | PC | Ludum Dare 48 | [Video](#) | [Code](#) | [Play!](#) | - 2021

- Made the game from scratch (programming, design, music, sfx and art) in 48h. [Top 282](#) fun, 389 audio (1145 games).

Education

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| • Bachelor in Computer Science (finished) | Universidade de São Paulo - IME | 2018 - 2021 |
| • Bachelor in Computer Engineering (interrupted) | Universidade de São Paulo - Poli | 2014 - 2017 |