

ERICK TORRES

Game Developer | Unity | UEFN

- Brazil
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ABOUT

Graduating in systems analysis and development, I've been working as a game developer with Unity since 2019, developing dozens of games, minigames, and prototypes, both single and multiplayer.

Excellent application of clean code and design patterns with a focus on scalability, optimization and code quality. Fascinated by the profession, I am committed to pursuing technical excellence through developing unique and challenging experiences. I can create technical documents and mentor other developers, aligning the team with project proposals.

LANGUAGES

- English - Intermediate (B2)
- Brazilian Portuguese - Native language

PROFESSIONAL EXPERIENCES

[IzyPlay Game Studio](#) - (JANUARY 2025 - APRIL 2025)

Game development studio specialized in mobile games.

VERSE PROGRAMMER - UNREAL ENGINE FOR FORTNITE

Main responsibilities:

- Developing, repairing, and updating tycoon-style maps

Main Results:

- Maps: [@ericktorres | Linktree](https://linktree.com/ericktorres)

[Surprise Co.](#) - (JULY 2024 - JANUARY 2025)

UGC gaming community co-creating experiences in Fortnite, Roblox.

VERSE PROGRAMMER - UNREAL ENGINE FOR FORTNITE

Main responsibilities:

- Developing creative experiences with Verse using Unreal Engine for Fortnite.

Main Results:

- Maps: [@ericktorres | Linktree](https://linktree.com/ericktorres)

[Aurea Games Studio](#) - (JANUARY 2024 - AUGUST 2024)

Game development studio specialized in Unity and outsourcing.

PROGRAMMER - UNITY ENGINE/JS (FREELANCER)

Main responsibilities:

- Backend development with AWS
- Backend development with Playfab
- IA State Machine

Main Results:

A casual and fun soccer game: [Soccer Party](#)

[Painful Smile – Unity Game Development](#) - (MARCH 2023 - FEBRUARY 2024)

Game development studio specialized in Unity and outsourcing.

TECHNICAL LEADER - UNITY ENGINE

Main responsibilities:

- Analyzing and promoting improvements in internal processes.
- Driving team development through agile methodology and encouraging autonomy.
- Assisting in decision-making regarding deadlines/estimates.
- Helping to solve problems effectively.
- Leading the delivery of projects while maintaining quality standards.
- Version control with Gitlab
- Scrum agile methodology with Jira

Main Results:

Collection of horror games in corporate environments: [Imdemmi - itch.io](#)

[Toodoo Studio | LinkedIn](#) (AUGUST 2021 - FEBRUARY 2023)

GAME DEVELOPER - UNITY ENGINE / UNREAL ENGINE

Main responsibilities:

- Working as a developer, designing solutions and coding;
- Development of game prototypes using Unreal and Unity;
- Design games using design standards, clean code and SOLID;
- Implementation of good development practices;
- Research and study into the use and implementation of new technologies based on the needs of the project;
- Unity, C#, Rider IDE, Animation, Physics, NavMesh, LOD System, Audio Mixer, Unity Profiler, among others;
- Unreal Engine, C++, Blueprint, Timeline, Animation, Widget;
- Project versioning with Git;
- Scrum, kanban (HacknPlan), pair programming.

Results:

- Development of the "Food Chase" Android and iOS game; [Food Chase on the App](#)
- Development of the game "Thomas' Tales" for PC. [Thomas' Tales on Steam](#)

Details of the projects I've participated in during my career.  Career details

EDUCATION 2019 - 2022

SYSTEMS ANALYST AND DEVELOPER, PITÁGORAS

Human-computer interaction, UML Web development: HTML5, CSS3, PHP; Object-oriented programming: Java, C++, agile methodologies, database: XAMPP + SQL Server with Azure.

EXTRACURRICULAR COURSES

Março 2024 - MODERN UNITY UI WITH UITOOLKIT, Udemy

UIToolkit, custom controllers, styling, MVC pattern;

September 2023 - MAKE ONLINE GAMES USING UNITY'S NEW MULTIPLAYER FRAMEWORK,

GameDev.tv (Udemy)

Netcode For GameObjects, Authentication, Relay, Lobbies, MatchMaker, PVP;

August 2023 - UNITY MULTIPLAYER(MIRROR) INTERMEDIATE C# AND NETWORKING, GameDev.tv

(Udemy)

May 2021 - LEARN UNITY PRO 3D, Aprenda Unity

In-depth study of the Unity 3D game engine, C#, URP, materials, navMesh, inventory system, AI system, vectors;

June/2020 - May/2021 LEARN UNITY PRO 2D, Aprenda Unity +90 hours

In-depth study of the Unity game engine on 2D, C#, tilemap, 2D lighting, Scriptable Objects, binary save system, multilingual system with XML, adaptation for mobile, playStore publication, use of google play services for achievements and leaderboards;

January/2021 PHP Basic Web, Curso em Vídeo - 40 hours

Knowledge of the PHP language for structural web, methods, programming logic;

June/2020 Python World 1, Curso em Vídeo - 40 hours

Object-oriented programming logic, libraries, algorithms;

2018, 48 HOURS BUSINESS MANAGEMENT

OCTA TREINAMENTOS General administration, finance and accounting, general marketing, HR, law;

GAMEJAMS

All the games can be found on the itch.io website mentioned in the portfolio link.

2024: Surprise Fortnite Jam 1º edition

2023: IP Challenge - Third place in the edition.

Gamification of the "intellectual property" theme

Supported by SEBRAE and IndieHero

[IP Challenge anuncia ganhadores — Instituto Nacional da Propriedade Industrial \(www.gov.br\)](https://www.gov.br/inpi/pt-br/assuntos/propriedade-intelectual/indiehero)

2023: Santos Game Power Up - Second place in the edition.

Theme: Sustainable Development Goals

"BIOGUARD" - Help your immune system with various elements to fight off an invasion of tuberculosis! Use towers and cards to strengthen your body and defeat your enemies.

2022: MAGEJAM - Second place in the edition Theme: "Side effect"; Game: "OTTO". In this dark game, meet OTTO, a boy who has an addiction to drink and has no idea of the consequences it can cause.

Gamejam Magalu! Theme: Interpretive video; Game: "Sounds of chaos". Help Bob, an independent musician, express his art amidst the sounds of chaos;

2021: DEVjam2, Create your games - Winning game of the edition Theme: "Infinite Loop"; Game: "CAOS". Become a god of destruction and stop the advance of civilizations around the world;

LUDUM DARE 48, Ludum Dare Theme: "Deeper and Deeper"; Game: "Strange party with strange people". Luna is at a party having a bad trip, help her escape from this dungeon party; 2020:

GameJaaj 5, André Young Theme: "Towers"; Game: "Jequitibá Rosa", A puzzle/adventure where you are a parasite and you are feeding on the nutrients of the trees, Overcome the natural protections created by the trees.