

Andrei Aguiar Müller

Brazilian, 27 years

Jardim Algarve, Alvorada, Rio Grande do Sul - Brasil

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Portfolio: <https://andymiira.itch.io>, <https://andreimuller.carbonmade.com>

Objective

To work as Game Developer (Unity) and C# Programmer.

Education

- **Education type:** University - Technologist.
- **Course:** *Digital Games*, Universidade do Vale do Rio dos Sinos (Unisinos, Rio Grande do Sul). Finished course in December/2014.

Professional Profile

Game Developer since 2010. I have solid experience with Unity, C# and Game Design, and I'm constantly updating my skills. I also have experience with Level Design, 3D Modeling and Mobile Development.

I developed games for PC and Android, and I worked in projects involving Virtual Reality and Augmented Reality. My background includes working on an educational game for Brazilian schools (Baneville), and a VR simulator for the energy company AES Sul.

- Main knowledge and experience with:
 - Unity
 - Game Design, Level Design
 - Programming Languages: C#, Kotlin, Swift
 - Blender, VRoid Studio (3D Modeling, Rigging, Skinning, Animation)
 - Krita, Photoshop, GIMP (Texturing, Image editing)
 - Virtual Reality, Augmented Reality, Vuforia SDK
 - Mobile Development: Android (native), iOS (native), Xamarin, Xamarin.Forms
 - SQL databases, Firebase

Languages

English: Fluent reading, advanced writing and conversation.

Japanese: Basic understanding and reading.

Brazilian Portuguese: Native language.

Work experience and projects

- **Gray Company: Baneville (Unity, Android, iOS, PC)**

June/2018 to December/2018

Educational game with activities and minigames for children, teaching notions of citizenship and respect. I worked as C# Programmer and Game Designer, developing the "Soccer" and "Selective Waste Collection" minigames, and doing overall maintenance to the game.

The game is an initiative from the Department of Education of Rio Grande do Sul, through the organ Coordenação das Comissões Internas de Prevenção de Acidentes e Violência Escolar – CIPAVE. Developed in partnership between companies MSTECH and Gray Company.

Game link: <http://baneville.educacao.rs.gov.br>

Video: <https://youtube.com/watch?v=cuR-rfbFct0>

- Mirror Mirai: NekoSuki! (Unity, PC) – Indie game**
November/2018 to Present
 Story-driven 3D Platformer / Visual Novel in development for PC, focused on world exploration and character relationships. I'm working as Game Designer, C# Programmer, Level Designer, Scenario Writer, 3D Modeler.
 Devlog: <https://bit.ly/nekosukinfo>
 YouTube playlist: <https://bit.ly/nekosukiPlaylist>
- Verbo Jurídico: Mobile Apps Development (April/2017 to March/2018)**
 Multiplatform apps programming with Xamarin.Forms, C#. Native iOS and Android apps with Xcode, Swift, Android Studio, Kotlin.
- Mirror Mirai: Look Behind You! (Unity, PC) – Indie game**
October/2015 to January/2016
 Exploration-focused 3D Platformer.
 I worked as Game Designer, C# Programmer, Level Designer.
 Game link: <https://andymiira.itch.io/look-behind-you-alpha>
 Video: <https://youtube.com/watch?v=bwAbHISFXqk>
- Mirror Mirai: Kingdom of Jinns (Unity, Android) – Freelance in Unity/AR Development**
April/2015 to June/2015
 Android game for children, a 2D Platformer adventure, with helper creatures unlocked by Augmented Reality (Vuforia SDK).
 I worked as Game Designer, Level Designer and C# Programmer.
 Video: <https://goo.gl/uuxikl>
- Nexo Capacitação Digital: Unity/VR Development**
June/2014 to September/2014
 Virtual Reality simulator focused on Workplace Safety, for the energy company AES Sul. Developed with a team of 4 programmers.
 I worked as C# Programmer and Project Tester.
 Videos: <https://youtube.com/watch?v=-oaslVPv-gg>,
<https://youtube.com/watch?v=3dk9zv27hHk>,
<https://youtube.com/watch?v=rVT3JqfbKiY>

Additional information

Portfolio: <https://andreimuller.carbonmade.com>

My games on itch.io: <https://andymiira.itch.io>

Videos of games I worked on: <https://goo.gl/zYtQZN>

Helper extensions for Unity: <https://gist.github.com/andreiaqmu>

LinkedIn: <https://linkedin.com/in/andreimuller>