

BRUNO CAPUTO

Unity Game Programmer

Brazil
April, 2024

Summary Unity Programmer with multiple developed games for PC, WebGL and Mobile

Portfolio ❖ brunocaputo.com

Skills & Abilities

- ❖ 2+ years using Unity (C#) on my own games
- ❖ PC, Mobile and WebGL game development using Unity
- ❖ Automation Build with Unity Cloud Build
- ❖ GitHub and Plastic SCM
- ❖ Sandbox prefab development for Game Designers to make level design on their own
- ❖ Debug using profiler for better performance
- ❖ Experience with object pooling, persistent data and enemy AI

Relevant Experience

Indie Game Developer, Bolha Game Studio (my own studio)
Jan 2022 - present

- ❖ Designed and still developing a 2D platform, [Lyara](#), in Unity. Coming soon on Xbox and Steam
- ❖ Designed and developed a local Coop 2D platformer shooter prototype, in Unity. Available on my portfolio and itch.io
- ❖ Designed and developed a 2D mobile game, inspired in Flappy Bird, named Claudinho e os Esquilos, in Unity. Available on my portfolio and itch.io. Coming soon on Google Play.

Contact Info

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