

GIORDANO NIN

Game Developer

CONTACT & PORTFOLIO

<https://giordanonin.com>

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TECH SKILLS

UNITY/C#

GIT

CODE ARCHITECTURE

AGILE SOFTWARES

GAME DESIGN

PYTHON

HUMAN SKILLS

COMMUNICATION & TEAMWORK

PROBLEM SOLVING

CREATIVITY & INNOVATION

ADAPTABILITY

LEADERSHIP

LANGUAGE SKILLS

FLUENT ENGLISH

NATIVE PORTUGUESE

BASIC JAPANESE

ABOUT

As a self-taught Game Developer with 4+ years working with Unity, I've thrived over many challenges. As a freelancer, I provide innovative Unity solutions to clients, while as a team member, I'm recognized for my skills in conflict mediation and fostering collaboration.

EXPERIENCE

OUTSORCING - TORCHWIND GAMES

JUL/2021 - Present

- Delivered and published games internationally.
- Created highly technical projects, using up to the most obscure features of the Unity game engine.
- Managed professionals from multiple fields.
- Good understanding of the whole game development pipeline, always solving bottlenecks in the workflow.

GAME DESIGNER - 67 BITS

NOV/2021 - MAY/2022

- Developing and publishing several games in a high paced team environment.
- Created Game Design and Programming documentation.
- Designed and built multiple 3D levels inside Unity.
- Conducted both internal and user testing.

GAME DEV EXTRAS

2009 - Present

- Participated in several Game Jams, always building great relations with teammates.
- Engagement with the game dev community through events and discord servers.
- Development of multiple personal projects.

INTERCULTURAL EXCHANGE PROGRAM IN JAPÃO - YFU

JAN/2015 - JUL/2015

- A semester in the "High School" program, combining a local household with regular school frequency.
- Full time student at "Konan Boy's High School", in a separate class with focus on international careers.
- Immersion in local culture – housing, education, culinary, sports and more.