

# LUIGI NERY DE OLIVEIRA SILVA

Game Designer & Developer

[Portfolio](#)  
luiginerysilva@outlook.com  
+55 (11) 94445-2116  
Mauá - SP, Brazil

---

## SUMMARY

With experience in game development since 2020, I work in various areas of Game Design. I have developed multiple projects, gaining expertise in design, programming, 3D modeling, sound design, and more. All my projects, including those created during college, as well as more details about my roles and skills, are available in my [portfolio](#).

---

## EDUCATION

Bachelor's Degree in Game Design, Anhembi Morumbi University, Jan/2020 - Dec/2023

## EXPERIENCE

### Indie Mobile Game Developer, Self-Employed, 2024

- Developed and published Math Cubes on the Play Store.
- Responsible for the entire game development process, including programming, game design, art, visual effects, sound design, UI/UX, and publishing.
- Optimized the game for mobile devices, ensuring performance and smooth gameplay.
- Link: [[Math Cubes](#)]

### Game Programmer, Independent Team, Feb/2024 - Present

- Responsible for the game's programming.
- Working on a game to be published on Steam.
- Collaborating with a designer, artist, and another programmer.

## TECHNICAL SKILLS

- Programming Languages: C#, JavaScript.
- 3D Modeling.
- Sound Design, Music Composition.
- Web Design, Frontend Development.

## LANGUAGES

- Portuguese (Brazil): Native
- English: Advanced