Adrian Pereira

Indie Game Developer

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Professional Summary

I would define myself as a creative problem solver with about 4 years of professional experience working at two early stage start-ups and now trying to run my own.
I enjoy figuring out unique solutions to various problems in unusual ways thanks to my experience with multiple disciplines in the fields of programming, 3d art, design and business.

I have learnt the value of good communication and truly enjoy working with people from various disciplines, I've had the chance to work with teams professionally and also meet new, talented people globally in various game jams.

Working with the latest tools and upgrading my tech stack is second nature to me, I always seek out better and more efficient workflows.

Primary Skill Set

- **Unity C# programming**, I've worked on various gameplay mechanics and systems such as an inventory system, combat combo mechanics, cutscenes, UI, audio, scenes transitions, data persistence, API integrations, sdk integrations, etc
- **Unity engine and custom editor tools**, I've also spent time with various tools such as Cinemachine, FMOD, Mecanim animation, Unitys new input system, custom editor windows and tools, scriptable objects, etc
- **Full-Stack Web Development**, before a game programmer, I worked as a web developer where I created a front-end, learnt about databases, wrote REST API's and managed a web server, I now use my own stack for web development which includes Angular/vanilla js, MongoDB, serverless API and automatic deployment via github for my own server and website.

- **Communication,** I communicate with my clients regularly, to clearly understand their requirements and iterate on any bugs and changes that may arise during or after the development process.
- **Project Management**, since starting my own indie studio in Jan 2022, I've managed multiple projects (2-3) at a time while communicating and developing them by allocating time based on the requirements and client deadlines.
- **Multiplayer Understanding,** I understand how multiplayer works in games and have used Photon 2 to implement multiplayer in a couple of unity games.

Secondary Skill Set

- **Unreal Engine Blueprints,** I spent some time with unreal engine for a personal project and a game jam and understood how to use blueprints to create gameplay. I still need time to learn and practice unreal engine's C++ but I did enjoy trying out unreal engine's new chaos physics.
- **Blender 3D low poly modeling**, I enjoy creating low poly art for my own games and even try some pbr art occasionally, mostly low poly art for games though.
- **Basic character rigging, animation and animation retargeting,** I am able to set up basic character rigs for humanoids or creatures in blender and even retarget and reuse animations in unity.
- **Dev Ops,** I'm still learning various dev ops practices on how to automate workflow, processes and minimize waste.

Professional Experience

Indie Game Dev / Co-Founder (2022 - present)
Frozen Fire Studio LLP
Decided to try running my own indie studio, since its incorporation in Jan 2022, I have worked on and completed 12 unique client projects as a studio, along with 2 of my own games currently in development using the unity game engine.
I use my previous web development experience to enhance games for the web while also learning about new web and game technologies.

Indie Game Dev (2020 - 2022)

Freelance

After experiencing a burnout while working on a messy client project primarily caused due to a lack of proper communication between companies and the actual client, I decided to take a break to recover and practice making games to increase my ability to work under pressure.

I spent most of this time participating in various game jams with random people while also freelancing a little bit and learning a lot.

Game Programmer (2019 - 2020)

GameEon Studios

Joined as a game programmer to form a really small team of 4 young individuals.

I initially worked on HTML games for clients using Construct 3 and slowly moved onto Unity as work requirements for unity came in.

I did experience a burnout towards the end working on a messy project but in hindsight it was worth it as it taught me a lot and allowed the company to survive long enough to later thrive through investments.

The company is currently funded for over $ 500,000 USD and is working towards their dream project called Mumbai Gullies.

Web/Android Developer (2017 - 2018)

OrderOn

The start-up offered a POS system along with tons of features like inventory, billing, placing orders through a tab/mobile, etc for the food industry.

My role included working on their mobile app, their web portal, some java REST API and SQL database operations.

I also automated some report generation for clients such as end of day sales sheets, etc.

Education

Bachelor's degree, Information Technology (2014 - 2017)
Mumbai University
Grade A

Higher Secondary Education, Science (2012 - 2014)
Maharashtra State Board, Pune.

Don Bosco High School Borivali (2012)

Portfolio Links

Company Website
https://frozenfire.studio/

Multiple Game Jams on Itch.io
https://wolfstien.itch.io/

Instagram
https://www.instagram.com/adrian_pereira_dev/

Artstation
https://www.artstation.com/adrianpereira

Github
https://github.com/Wolfstien

LinkedIn
https://www.linkedin.com/in/adrianpereiradev/

References

Nikhil Malankar
CEO at GameEon Studios Pvt Ltd
Email: nikhil@gameeon.in

Carl Ambrose
Co-Founder at TGC Technologies Pvt Ltd
Email: carl@thegamificationcompany.com