

Willian Brasil Metzger

Brazilian, 27 years

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Arroio dos Ratos – RS

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Goals

Increase group work experience.

Diversify and increase development knowledge.

Formation

Graduation in Digital Games – UNISINOS (São Leopoldo) – 6º semester

Qualifications

Known languages: C++, C#, Unreal Blueprints, Python, GML, GDScript, HTML, CSS, Javascript, Typescript, NodeJS, MongoDB.

Experienced with UE4, UE5, Unity, Godot, Game maker and Visual Studio.

Known techniques: AI (Pathfinding, State Machines, Behaviour Trees), Advanced Data Structure Managment, Shader Programming.

English – Advanced.

Portfolio: <https://willianmetzger.github.io>

Experience

Intern at Zoyd Softwares as a Game Developer – 3 Months.

Worked at Aura Remastered project for Goethe Instut as Game Developer – 8 Months.

Worked at Influey as Mobile / Web Unity Developer – 3 Months.

Working at iTeleport as Game Developer/XR – 2 Years. (Current)