

Mylla Chizu Sasaki

Game developer

Hardworking and dedicated game developer seeking new opportunities in the game industry. Possessing great teamwork skills, and well-developed time management abilities. Passionate about video games and avid interest in innovations in the game industry.



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SKILLS

Unity C# Git

C++ SCRUM

Teamwork

Android Studio

Xcode

Programming patterns

LANGUAGES

Portuguese
Native or Bilingual Proficiency

English
Full Professional Proficiency

French
Limited Working Proficiency

WORK EXPERIENCE

Junior Game Engineer Afterverse

10/2021 - 06/2022

Achievements/Tasks

- Worked on the development of multiple features, and collaborated with tech artists and game designers to ensure better results for LiveOps releases.
- Participated on playtests of release versions, identifying potential bugs and areas of improvement.
- Revised and patched bugs found during QA phase.

Game Engineer Wildlife Studios

08/2020 - 10/2021

Achievements/Tasks

- Participated in the planning and the definition of new features for the game alongside Product Manager.
- Developed multiple features while maintaining legacy code. Kept communication with UI team to align final product.
- Worked on bugs while giving support to QA team.

Unity Developer Dirac Studio

06/2020 - 08/2020

Achievements/Tasks

- Engaged in weekly meetings for planning and defining of mechanics.
- Programmed the POC of the game during a short period of time.
- Gave support by predicting and giving input on technical issues.

EDUCATION

Degree in Game Development Pontifícia Universidade Católica do Paraná

01/2016 - 12/2019

OTHER EXPERIENCES

Scholarship at Apple Developer Academy (01/2017 - 12/2018)

Had the opportunity to study iOS development with experienced mentors and peers, using the Challenge Based Learning Methodology.