

# Alex "Kalkatos" Coutinho

Game Programmer

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## SKILLS

Unity Engine

C#

Mobile Optimization

Unity Editor Tooling

Multiplayer

Card games

Localization

Godot Engine

Git

Agile

## PROFILE

Experienced game programmer specialized in Unity C# and Godot Engine. Have been using Unity for game development since 2014 and professionally since 2020. Actively expanding expertise in mobile game development with a focus on performance improvement. Proficient in using Git for version control and experienced in Agile workflows.

## EMPLOYMENT HISTORY

### Game Programmer, Hoplon Infotainment S.A.

**Jun 2023 – present, Florianópolis, BR (Remote Position)**

Game programming using Unity C# for mobile games, code architecture, gameplay programming, bug fixing, optimization, and building/releasing to storefronts.

### Game Developer, Crowdforn Digital Product Studio

**Nov 2022 – Jan 2023, London, UK (Remote Position)**

Bug fixing, feature improvement, and testing using Godot Engine. Implementation of localization.

### Game Programmer, Izyplay Game Studio

**Aug 2020 – Nov 2022, Porto Alegre, BR (Remote Position)**

Game programming using Unity C# for mobile games, code architecture, gameplay programming, bug fixing, optimization, and building/releasing to storefronts. Creation of in-house standards following industry best practices for code development.

### Administrative Assistant, CREA-DF

**Mar 2013 – Aug 2020, Brasília, BR (Not game dev related)**

General administrative duties related to HOD.

## EDUCATION

### Technology in Digital Games

**at IESB - Instituto de Educação Superior de Brasília**

Aug 2012 – Jun 2015, Brasília