

# EDWARD PEREIRA

## Gameplay Programmer

### SKILLS

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**Development Tools:** C++, C#, Unity, Lua, Objective-C

**Fields Of Expertise:** General Systems, Gameplay Systems, AI, Graphics, Performance and Optimizations, Networking, Art Tools and Integration

### WORK EXPERIENCE

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**BigPoint Inc. (1/11-Present)** C#, Unity

**Role:** Mid-Level Programmer

**Responsibility:** Helped in all engineering aspects of a brand new 3D browser based MOBA using the Unity Web Player.

**Notable Tasks:** All Interactive scene object functionality. Overall Game Progression. AI for NPCs. Fog of War. Character Previewer.

**Released Title:** Universal Monsters Online

**Powerhead Games (5/08-8/08, 10/09-11/10)** C++, C#

**Role:** Junior Programmer

**Responsibility:** Generalist programming with a focus on gameplay.

**Notable Tasks:** Pitching and Batting in Sandlot Sluggers. Behaviors for all players in Rookie Rush. Original Prototyping for Async Corp.

**Published Titles:** Winx Club: Your Magic Universe

Backyard Sports: Sandlot Sluggers DS

Backyard Sports: Rookie Rush DS

Async Corp. (IGF 2012 Best Mobile Game Nominee)

**RedPipe Media (5/09-Present)** Objective-C, C++, Lua

**Role:** Independent iPhone Developer

**Released Apps:** Winter Wars, Wrap Time

**In Progress:** Multiplatform game engine

### DIGIPEN GAME PROJECTS

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**Narctopus (08/08-04/09)** C++, Lua

**Description:** MC Escher 3D Puzzle Adventure

**Role:** Lead Programmer

**Starblitz (08/07-4/08)** C++, Lua

**Description:** 3D Spherical World Shooter

**Role:** Lead Programmer

**Machina Ortus (06/06-05/07)** C++, Lua

**Description:** 2D Robot Strategy Fighter

**Role:** Programmer

### EDUCATION

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**DigiPen Institute Of Technology (09/05-05/09):** Redmond, WA

**Major:** Real Time Interactive Simulation

**Minor:** Mathematics