

Danilo Isamu Inafuku

Software & Game Developer

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🔗 MisterProjectLC

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📍 Sorocaba, São Paulo, Brasil

Summary

I am a game developer interested in design, programming and writing. I have experience with engines such as Unity, Godot and Game Maker, and languages such as C#, Python, GDScript and C.

I've been interested in game development since I was 12, and have never looked back since. The magic of writing code and seeing its logic materialize on-screen... It still affects me to this day. That is what I look for. To create, and to inspire.

Education

2019 – 2024

UFSCar Sorocaba

Bachelor in Computer Science

Experience

2022 – Currently

Lightmancer Studios - Bloodrush: Undying Wish

Director, Coordinator, Designer, Main Programmer, Writer

- Project management, scheduling meetings and planning deadlines.
- Design and implementation of combat mechanics, progression systems, UI and various visual effects.
- Game and narrative direction and overall vision.

2024

DOK Despachante

Junior PHP Developer

- Systems development with PHP, Laravel and Docker.
- Feature creation and review.
- Codebase rework and restructuring.

2022 – 2024

SiDi - Samsung Projects in a 3D Environment

Intern

- Development with the Unity and Unreal engines.
- Creation and review of new features.
- Work with a diverse team of programmers, designers and testers.

2020-2021

Ufscar Sorocaba - "Garibot" Project

Developer, Designer - Educational game

- Development and implementation of game mechanics and systems.
- Level design for several game stages.
- General game planning in relation to its educational mission.

2020 – 2024

Maritacas Gamedev – Game development club

Coordinator and Member

- Organization and planning of events and meetings.
- Supervision of ongoing projects.
- Design, development and creation of my own games.

Knowledge and Skills

Programming Languages

- C
- C++
- C#
- Python
- Java
- JavaScript
- PHP

- Git
- HTML
- CSS
- SQL
- NodeJS
- Docker
- DaVinci Resolve

Technologies

- Unity Engine
- Godot Engine

Languages

- Brazilian Portuguese - Native
- English - Fluent
- German - Intermediate

Projects

The full project list can be inspected through the link at the beginning of this document.

2022 – Currently	Bloodrush: Undying Wish <i>Top-down hack n' slash game with a dark fantasy aesthetic. Developed with the Godot Engine.</i>
2022	Discord Bot - Galactic RPG <i>Bot for the Discord communication app, created to manage a small online RPG. Employs a Database to store players, weapons, commands and other game data. Developed using JavaScript and SQL.</i>
2021	Kinetic <i>Fast-paced low-poly movement shooter with customizable loadouts, set in a space station. Developed with the Unity Engine.</i>
2021	ThaumOS <i>Unmask the conspiracy behind this Windows 95-esque Operating System. Created for LD48, with the Godot Engine.</i>
2020-2021	Rogues & Rumors <i>A 3-6-player board game about rogues, guilds and intrigue, focused in hiding and uncovering information.</i>
2020	Gravitoids <i>Asteroids-esque game - control gravity to disrupt and destroy enemies. Developed with the Unity Engine.</i>
2020	Lightstreak <i>Defense typing game with a neon-like aesthetic and soundtrack inspired by early-Internet era songs. Created with the Godot Engine.</i>
2020	The Long Game <i>A medieval diplomacy game based on the Prisoner's Dilemma. Developed with the Godot Engine.</i>