

GUILHERME CAMARADA

GAME PROGRAMMER | GAME DEVELOPER

Computer Science graduate and Game Programmer & Developer driven by a passion for turning ideas into playable systems. I approach game development from a programming background, with a focus on clean, modular, and maintainable code using SOLID principles and software design patterns. I enjoy recreating and reinterpreting game mechanics from games I have played before, as well as creating games from concepts and ideas that I would like to play. Always aiming for clarity, scalability, and ease of collaboration with my solutions.

CONTACT

LINKEDIN

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WEBSITE PORTFOLIO

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EDUCATION

2022 - PRESENT | BACHELOR OF SCIENCE

COMPUTER SCIENCE

ESTS | INSTITUTO POLITÉCNICO DE SETÚBAL

LANGUAGE

PORTUGUESE ● NATIVE

ENGLISH ● C1

SKILLS



EXPERIENCE

JUL 2025 - OCT 2025

Overflow Interactive



Game Developer

Developed "Torchpunk: Dices & Cards", a strategic roguelike game using Unity Engine 6.

Contributed to the following modules:

- **Dice Throw:** Engineered a 3D physics-based dice throw system using Rigidbody components and event-driven architecture to decouple game logic from animation.
- **AI & Navigation:** Implemented a custom A* (A-Star) Pathfinding algorithm on hexagonal grids, utilizing heuristic formulas to enable dynamic obstacle avoidance and efficient unit movement. Also implemented enemy village-raiding AI.
- **Procedural Generation:** Developed a map generation module using Perlin Noise and axial coordinates to create distinct biomes and procedurally place structures.
- **Modular Reward System:** Designed a modular reward system using Scriptable Objects and the Strategy Pattern, allowing game designers to iterate on content without modifying or needing to know the source code.
- **Scalable Engineering:** Engineered scalable and modular systems by adhering to SOLID principles and Clean Code standards, strategically implementing Design Patterns when needed to decouple dependencies and ensure long-term maintainability.
- **Agile Collaboration:** operated within a ScrumBan methodology, utilizing Sprints and centralized documentation (Confluence) to ensure continuous delivery and code quality.

PERSONAL PROJECTS

Hourglass of Eternity [ITCH.IO](#)

Led the development of a roguelike turn-based combat game for the final project of my Game Development class. Together in a team of 4 we made a vertical slice of a roguelike turn-based game, where you move through a map facing stronger enemies, collecting upgrades until you can beat the final boss.

Lucid Nightmare [ITCH.IO](#)

A game that was made for a class game jam with the theme 'Chaos', together in a team of 3 we made a small vampire-survivors like where you can kill stronger enemies as time passes and gain abilities as you level up.