

Game Developer Portfolio

Felipe de Souza Paulo

2023

Title: Loop Around

Engine: Unity

Genre: Hyper Casual

Platform: Android, IOS

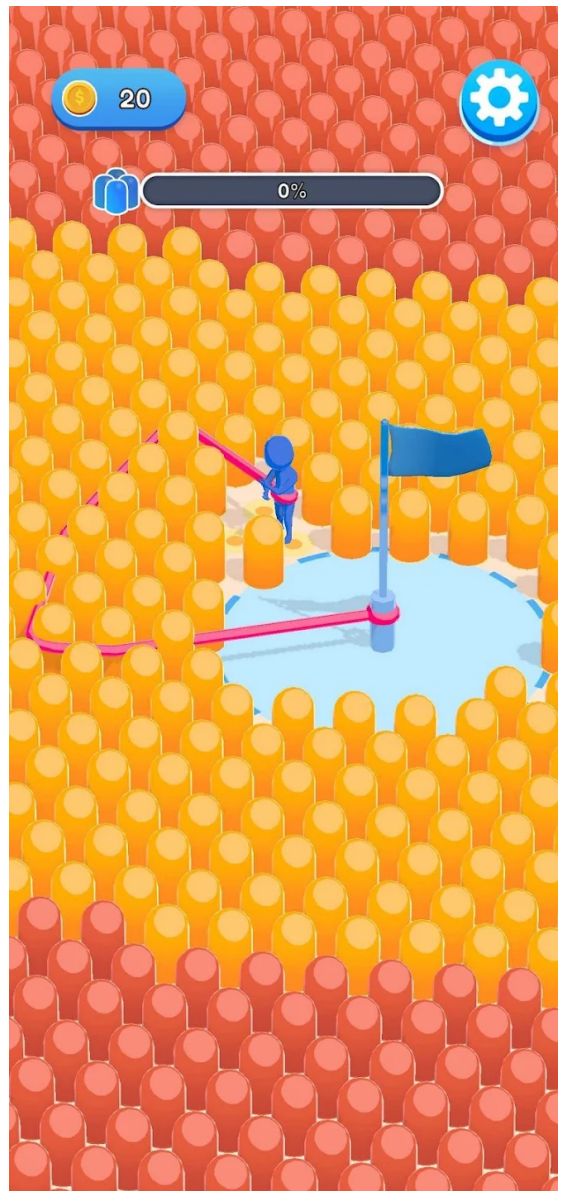
Available in: [Play Store](#)

My role was: Gameplay programmer

Description:

The objective is to use the rope attached to the player and create a loop around the pins on the ground, causing them to drop and collect them. You can trade the pins for money and do some upgrades to the player, like speed and rope length.

Screenshots:



Title: Piranha Gun
Engine: Unity
Genre: Hyper Casual, Run'Gun
Platform: Android, IOS
Available in: [Play Store](#)
My role was: Gameplay programmer

Description:

Run and shoot with your piranha gun and watch the enemies get eaten by the fish. That simple.

Screenshots:

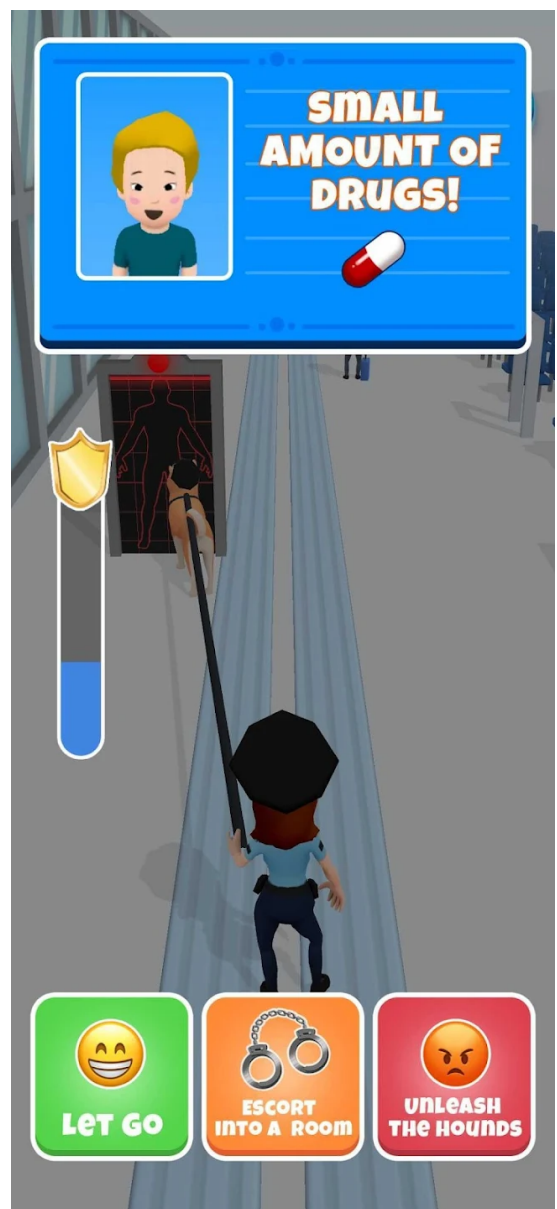
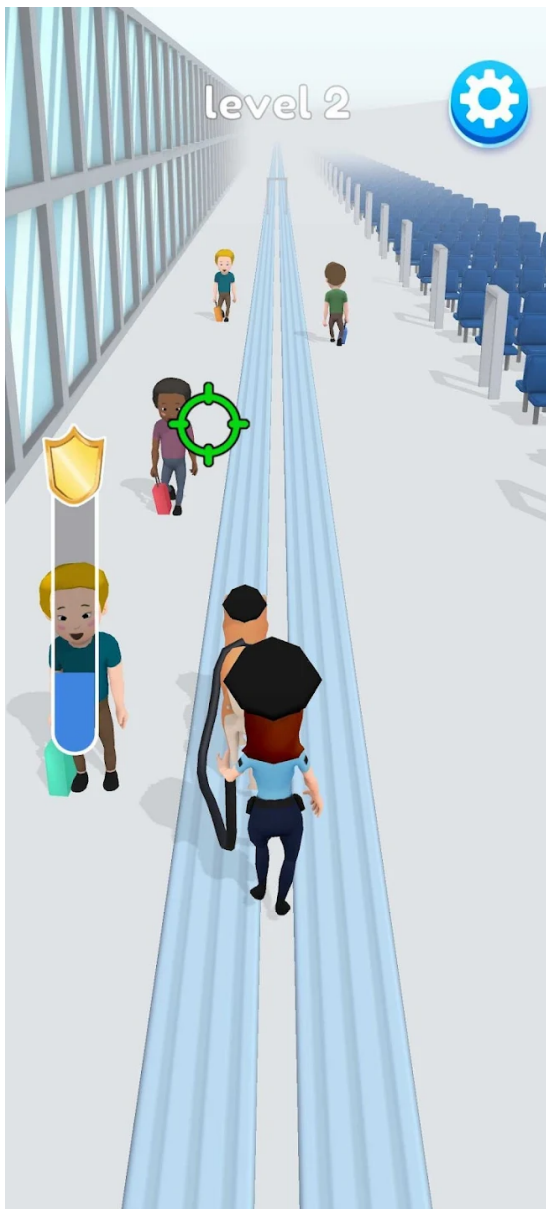


Title: K9 Squad
Engine: Unity
Genre: Hyper Casual
Platform: Android, IOS
Available in: [Play Store](#)
My role was: Gameplay programmer

Description:

Look for the illegal items during your airport patrol with your good and beloved dog companion.

Screenshots:

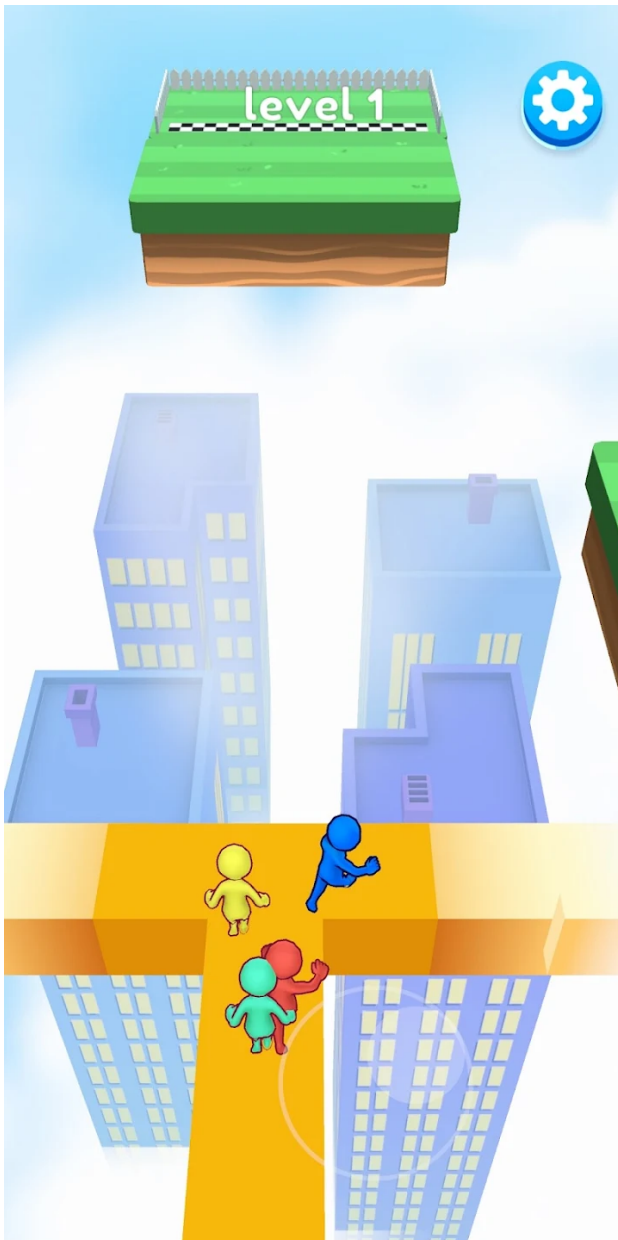


Title: Unexpected Ways
Engine: Unity
Genre: Hyper Casual, Runner
Platform: Android, IOS
Available in: [Play Store](#)
My role was: Gameplay programmer

Description:

Run to reach the end of the track, but be careful, it can take unexpected ways. Be more fast than your enemies and avoid the obstacles to finish the race.

Screenshots:



Title: Lazy Stretch

Engine: Unity

Genre: Hyper Casual

Platform: Android, IOS

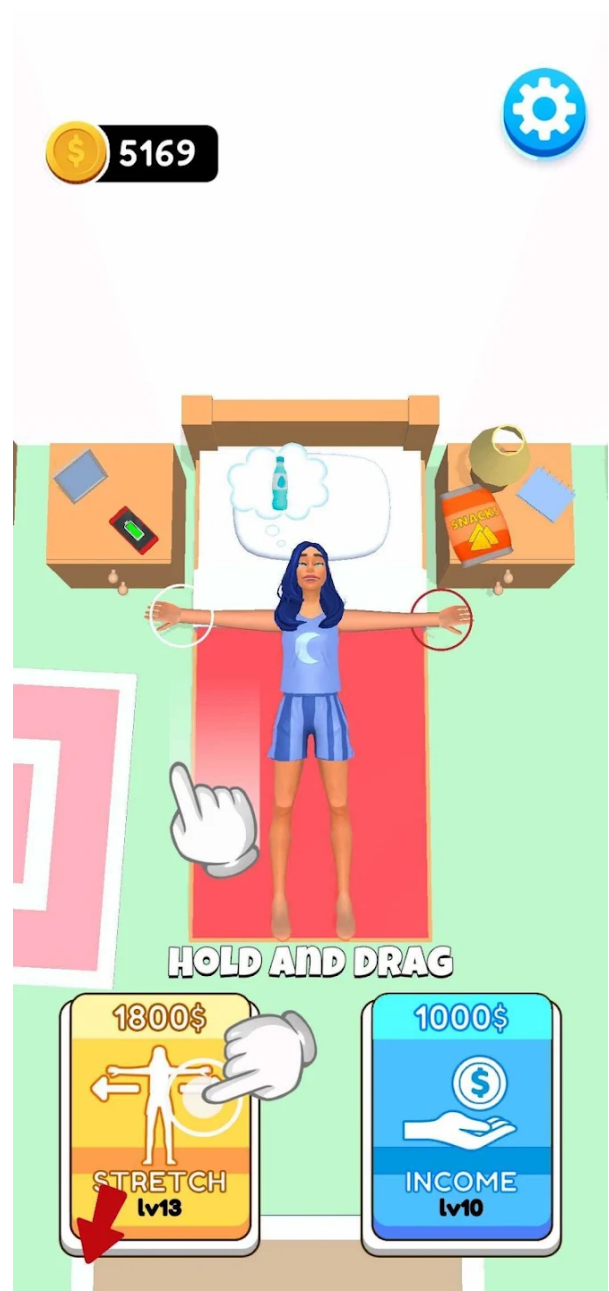
Available in: [Play Store](#)

My role was: Gameplay programmer

Description:

Control a lazy girl in bed, wanting to pick up items, but not getting up. Stretch your arms out to reach objects in the large room. If the lazy one falls out of bed, it is a failure. After failing and falling out of bed, you can use the money earned during stretching to upgrade the lazy girl's capabilities. By doing this you will be able to reach all items in the room by failing and upgrading, finishing the level and going to sleep!

Screenshots:



Title: Velberan in the Retroworld
Engine: Godot
Release Date: 26 April 2019
Development Time: Four Months
Platform: Android
Genres: 2D Platform, Adventure and Action
Price: Free with Advertisements (AdMob)
Number of Downloads: +10.000
Available in: Not available
Gameplay: [Youtube Velberan Game](#)

Description:

The project was carried out in partnership with Youtuber Velberan, during the game was necessary to explore the levels and find cards that held some kind of power that would be needed later to unlock new areas or even face new challenges and enemies.

The game had several easter eggs, all based on games that made success during the "retro" era of video games. The game had three stages and one final boss. If the number of downloads reached a certain amount, it would be given development continued adding new worlds and new cards and enemies.

Screenshots:



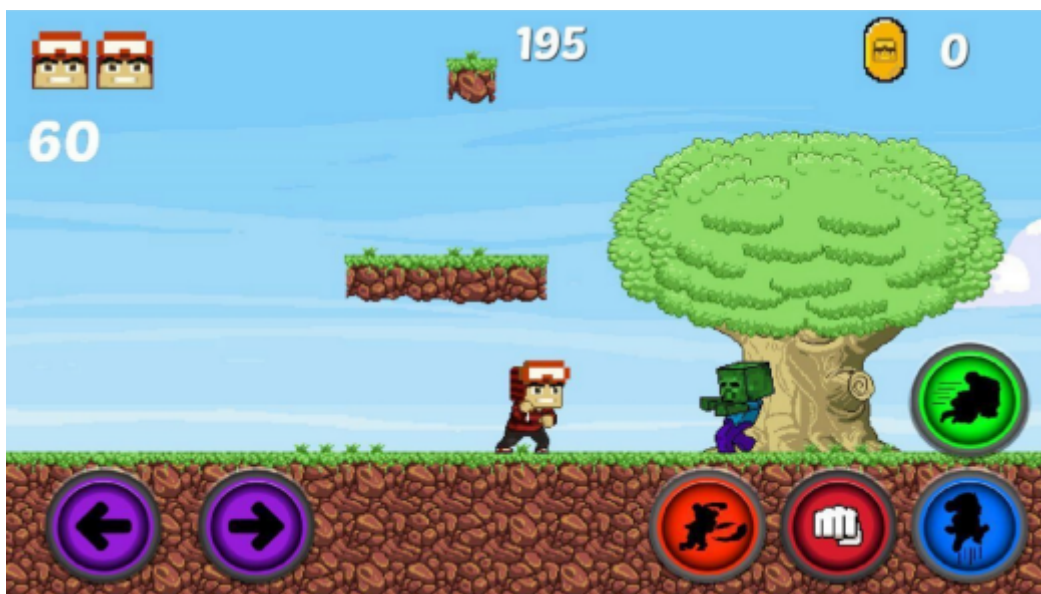
Title: Minguado Ultimate
Engine: Godot
Release Date: 15 April 2018
Development Time: Seven Months
Platform: Android
Genres: 2D Platform, Adventure and Action
Price: Free with Advertisements (AdMob)
Number of Downloads: +500.000
Available in: Not available

Description:

The project was carried out in partnership with Youtuber Minguado, the game brought the story that the Youtuber's Gold Plate had been stolen by the fearsome mythical villain of Minecraft; The Herobrine. The game has the design of the main character and all the enemies based on the quadratic look of Minecraft, featuring two worlds with three stages each and one final boss.

In addition to the game, a platform for creating stages was in development, so that players could create stages and submit them having the chance to be shown on video, however, due to lack of responses from the Youtuber, the development was stopped.

Screenshots:



Title: Alienations 2018
Engine: Godot
Release Date: 26 October 2019
Development Time: Three Months
Platform: Android
Genres: Hyper Casual
Price: Free with Advertisements (AdMob)
Number of Downloads: +10.000
Available in: Not available

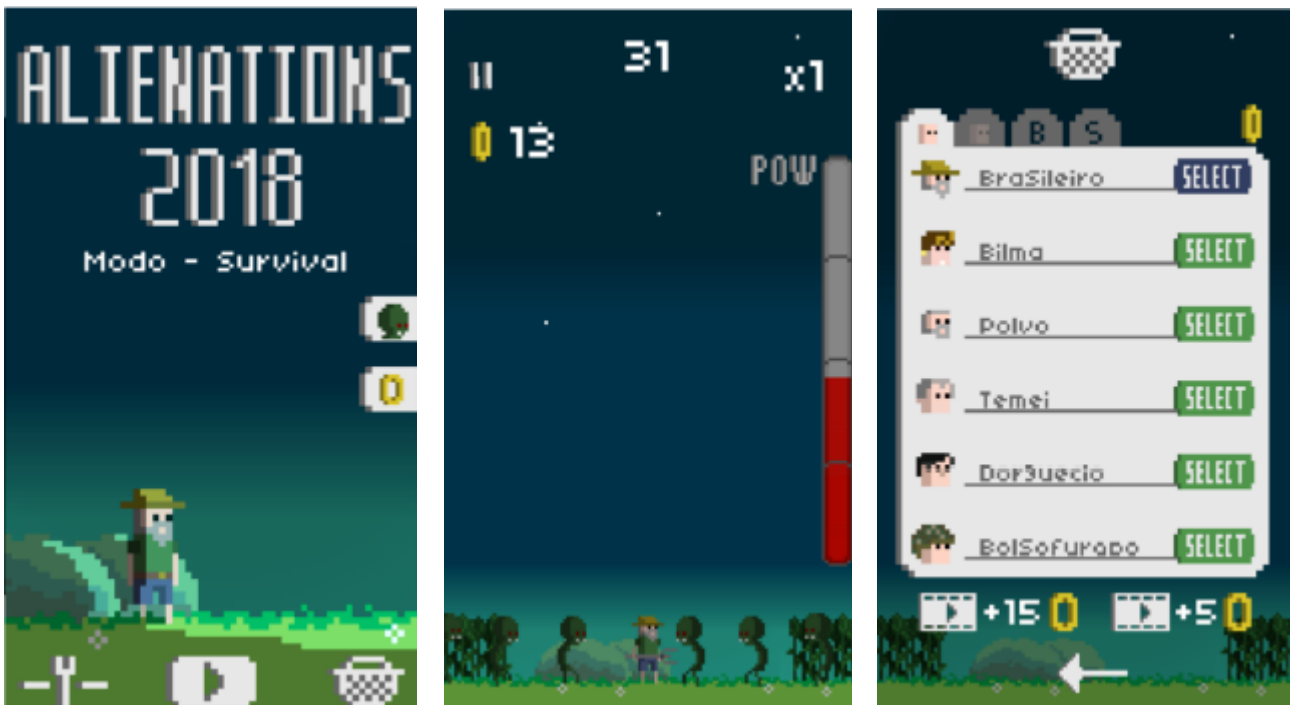
Description:

The game is a satire on the candidates who ran for election Presidential at 2018 and some other political personalities. The title makes reference to process of "alienation" that arises during election periods when many become full-fledged defenders of their political representatives.

In the game, it was necessary to tap the screen at the right time to make the character to turn and attack the enemies, with that, it was possible to obtain; coins for release new characters, and points of "POW" that, when reaching the maximum value, were possible to use a special move with your character.

All the design characters, from their weapons to special moves, was developed from references and facts that occurred with their respective representatives. For example, the character Bilma, had the "Saudosa Mandioca" as a weapon and as a special move she used her ability to export wind and summoned two weathervanes to deal damage to all nearby enemies.

Screenshots:



Title: Sci-Magic Battle of Knowledge

Engine: Godot

Release Date: 19 May 2019

Development Time: Nine days

Platform: Pc

Genres: 2D Platform, Run'gun and Tower Defense

Price: Free

Awards: Second Place in DreamHack Summer Jam 2019

Number of Downloads: +3.000

Available in: [Game Jolt](#)

Description:

Game developed during DreamHack Summer Jam 2019 in which the winner of the first place would receive US \$ 1,000 and all 5 finalists chosen by the Game Jolt judges will be presented in dedicated stations at the Game Jam booth at DreamHack Summer.

The game is focused on local multiplayer combat in which one player takes control of one powerful wizard and the other an experienced scientist. Both need to generate power enough to destroy the barriers that prevent access to the enemy base. without barriers the player is free to attack and destroy the opponent's base. During the process of create energy, the two players will be in full combat, in order to prevent enemy can collect materials.

Screenshots:

