

FABIO PEREIRA



[Portfolio](#)



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PROFILE

Hi, I'm Fabio Pereira, a Computer Science student at Stockholm University specializing in game development. I'm passionate about creating engaging gameplay and solving technical challenges. With a solid programming foundation and experience in Unity and Unreal Engine, I'm eager to grow as a developer and contribute to bringing creative game ideas to life.

SKILLS

- Programming (C#, C++, Blueprint)
- Engines (Unity and Unreal Engine)
- Version Control (Git, GitHub, Fork)
- Project Management Tools (Trello, Notion, Miro)
- Problem-Solving
- Team Collaboration
- Adaptability

EXPERIENCE

GAME PROGRAMMER INTERN

Reactional Music AB

January – June 2025

- Developed prototypes to showcase Reactional Music's plugin
- Integrated dynamic music responses based on gameplay
- Worked with designers and audio teams to enhance music-driven experiences

MCDONALD'S – ASSISTANT MANAGER

McDonald's, Structura restaurants AB

2018 - Present

- Logistics
- Scheduling
- Staff training

SHOP ASSISTANT

Nobel Museum

2017-2018

- Managing inventory and stock organization
- Performing cashier duties and processing transactions

EDUCATION

BACHELOR IN COMPUTER GAME DEVELOPMENT

Stockholm University

2022-2025

HIGH SCHOOL DIPLOMA TECHNOLOGY PROGRAM

Comvux

2018-2021