

# Maya Fernandes

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## PROFESSIONAL EXPERIENCE

### **Naruto Storm Online** — *Game Designer & Developer*

DECEMBER 2017 - PRESENT

Complete overhaul of the Minecraft experience in an MMORPG server based on the Naruto universe, which has reached over 100,000 unique players.

Conceived and developed the project from scratch, creating multiple systems such as: Combat systems based on the original work, unique equipment systems, villages created and managed by players, among others.

Worked on Game Design and Java development, using APIs and frameworks such as Forge and Bukkit/Spigot, delivering continuous updates guided by metrics and player feedback.

### **Bleach Soul Overflow** — *Game Designer, Developer & Project Manager*

NOVEMBER 2023 - JULY 2025

Deep redesign of the Minecraft experience, introducing a Soulslike-inspired combat system for an MMORPG server based on the Bleach universe.

I was also responsible for managing the entire team involved in the project (programmers, artists, and designers), defining scope, priorities, and deliveries for monthly updates.

### **Touhou: Youkai Party** — *Developer, Game Designer & Artist*

APRIL 2023 - OCTOBER 2023

Roguelike game with bullet hell elements, inspired by Vampire Survivors.

Implemented gameplay mechanics, systems, and UI using GameMaker Studio 2, and contributed to visual asset creation and the overall artistic identity of the project.

### **Ocean Hero** — *Developer, Game Designer & Project Manager*

NOVEMBER 2025 - NOVEMBER 2025

Incremental game about saving the ocean from pollution, developed for mobile devices. Made using Unity in two days for GameJamPlus 25/26.

## SKILLS

Java: Spring, Bukkit, Forge

Python: Data Analysis using Pandas

C#: Unity

HTML, CSS & JavaScript

UI/UX Design: Design Thinking, Personas, UX Research

MySQL, PostgreSQL, SQLite & MongoDB

Vast knowledge of Adobe Suite: Photoshop, Premiere Pro, After Effects, Illustrator

Vast knowledge of Digital Audio Workstations (FL Studio and Ableton)

Sound Design and Music Composition

## GAME ENGINES

Unity: ScriptableObjects, Cinemachine, UnityEvents

GameMaker Studio 2: Shaders (GLSL), Surfaces, Data Structures

Unreal: Blueprints

Roblox Studio: Client-Server Architecture

## LANGUAGES

Portuguese: Native

English: Fluent

## EDUCATION

### **Alura — Java Training Program (Object-Oriented Programming)**

COMPLETED IN FEBRUARY 2022

### **Alura — Other Courses**

2022 - PRESENT

Design Patterns in Java: good programming practices

Java 8: New features of this version

Game Design: Defining the principles of a digital game

Figma

Java Collections: Mastering Lists, Sets, and Maps

Lua: From zero to game

SOLID with Java

UX Design: Introduction to product experience

UX Design: Persona creation

UX Design: Strategic mapping

Java and java.io

Java and java.lang

## PROJECTS

### **Talk at Fábrica de Cultura 4.0 (São Bernardo do Campo) — *Monetization of Games as a Service***

NOVEMBER 22, 2024

I was invited to give a talk at Fábrica de Cultura (government-funded cultural and educational center), sharing my years of experience working with Games as a Service, using Roblox, Minecraft, and Fortnite as examples.