

# Pedro Henrique Rosencrantz

Senior Full-Stack Developer · Game & XR Developer

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|                                 |                                  |                                           |                                 |
|---------------------------------|----------------------------------|-------------------------------------------|---------------------------------|
| 500+<br>MRs reviewed & approved | 200+<br>MRs merged as MR manager | 50+<br>repos moved to Godot 4.7 in 2 days | 6+<br>years shipping games & XR |
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## PROFILE

Senior full-stack developer with 6+ years shipping games. At Ortiz Gaming I build Godot 4 game clients, Python tooling and game-server integrations for land-based cabinets, and as my team's merge-request manager I keep a 9-developer, 100+ repository codebase flowing through review and release. Before that I spent years building and porting VR titles in Unity for Meta Quest, PSVR2 and PICO — and I still lead XR work for health-care training. I like hard integration problems, sharp internal tools and code that survives a power cut.

## EXPERIENCE

Senior Full-Stack Developer

Ortiz Gaming

May 2026 – Present

Video bingo and slot games for land-based cabinets, online and mobile.

- Merge-request manager for a 9-developer Godot team: reviewed 500+ and merged 200+ MRs across 100+ repositories, running release branches and back-merges — handling half of all game merges by October.
- Built an internal merge-request management tool in Python (PySide6/Qt, async GitLab GraphQL, Jira, SQLite) that tracks multi-repository changes per ticket; cut its refresh time from ~100 s to ~5 s.
- Landed a Godot engine upgrade from 4.6 to 4.7.2 across 50+ repositories in two days, coordinating codebase-wide merges without blocking ongoing releases.
- Engineered power-loss recovery for bingo cabinets: server round state is persisted atomically and interrupted rounds are rebuilt on reboot without new wallet transactions.
- Shipped Godot 4 / GDScript features across the shared game framework and native Linux lobby: WebSocket return-to-lobby flow, single-game terminal mode, minimum-bet rules, 90-ball draws and rich-text currency displays.
- Integrated game clients with a Django-based remote game server (sessions, wallet, keepalive): built an HTTP keepalive bridge, a dev wallet and a local end-to-end test environment, and prototyped server-side dev endpoints.
- Ported Ace Mania, Goal Mania and Triple Mania to native Linux builds, reverse-engineering a proprietary legacy bitmap-font format into a Godot import plugin along the way.
- Build and maintain CI/CD pipelines (Jenkins, GitLab CI) for Godot game builds and releases; package Linux tooling with systemd services and Bash.

Senior VR Unity C# Developer

Lipix VR

Mar 2024 – Present

VR training for health care.

- Built a health-care VR training application for standalone Android headsets (Meta Quest), prioritizing reliability and low friction in clinical scenarios.
- Architected a video-streaming module with offline caching, playback control and Android OS integration (intents, runtime permissions).
- Bridged Unity and Android (AndroidJavaObject/Java) to call system features, manage temporary files and talk to device services.
- Set up Android build and deploy foundations — Gradle templates, signing, CLI builds, ADB install, logcat diagnostics — and tuned frame time for standalone VR.
- Designed gaze, laser and controller interaction flows, and wrote technical docs and QA checklists together with medical experts.

Mid-level VR Unity C# Developer  
VR Monkey

Jan 2023 – Apr 2026

VR game co-development and porting studio.

- Ported and co-developed VR titles for PSVR2, Meta Quest, PICO and PCVR, including Drunkn Bar Fight, Windlands 2, Black Top Hoops, Masters of Light, Grit & Valor: 1949, Astra and Attack on Titan VR: Unbreakable.
- Handled PlayStation submission work for PSVR2 ports: trophies, activities, entitlements consumed through an external server, and TRC compliance alongside Sony's QA teams.
- Shipped Drunkn Bar Fight content updates (Black Friday, Police Station, Airport, Carnival) across PC, Quest, PSVR and PSVR2.
- Adapted flat-screen and AR games to VR interaction and localized titles for Chinese platforms (PICO).

VR Game Developer Intern  
VR Monkey

Jan 2021 – Dec 2022

- Built updates and additional content for Drunkn Bar Fight (PC, Quest, PS4).
- Developed updates and the Quest port of The Exorcist: Legion VR.
- Developed a VR overhead-crane operation training simulator for Vale S.A. (PC, Quest).

EARLIER EXPERIENCE

**IT Intern** · Clark Construtora (Jul 2020 – Jan 2021) — Built an ASP.NET Core MVC team-management web app and helped maintain the company website.

**Founder & Lead Developer** · Mad Lad Studios (Nov 2019 – Jun 2020) — Built and published the 2D mobile game Doodle Paint on Google Play with Unity.

**Customer Service Intern** · Quality / Eduxe Sistemas (Apr 2019 – Oct 2019) — Supported clients and troubleshoot issues with the company's IT systems.

SKILLS

Languages

C#, GDScript, Python, JavaScript / TypeScript, Java, C++, Bash, HTML / CSS

DevOps & Linux

Linux (Debian), systemd, Docker, NGINX reverse proxy, Jenkins, GitLab CI/CD, Cloudflare Tunnel

Engines & Platforms

Godot 4, Unity, OpenXR, Meta Quest, PSVR2, PICO, Android, Native Linux

Practices

Code review & MR management, Release branching & back-merges, Sony TRC & submissions, Performance profiling, Technical documentation, QA checklists

Back-end & Integration

Django (integration), REST, WebSocket, GitLab GraphQL API, SQLite, PySide6 / Qt, Electron, ASP.NET Core MVC

Tools

Git / GitLab, Jira, Gradle, ADB / logcat, Adobe Premiere & Photoshop, Microsoft Office

Education

**Bachelor's Degree in Game Design**  
Universidade Anhembi Morumbi  
Feb 2019 – Dec 2022

Languages

**Portuguese** — Native  
**English** — Fluent  
**Spanish** — Beginner