

Pedro Albertasse

GAME & TOOLS PROGRAMMER

Unity · C# · Game systems · Telemetry and internal tooling

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IN THE PRESS · WHAT MY DATA WORK TURNED INTO
Pipeline · Valor Econômico · A CEO-turnover study the paper commissioned.
Brasil Energia · Oil, gas and energy in **18 of the 64** leadership changes in the index.

InvestNews · Of the **141 Ibovespa CEOs**, **over 70%** came from outside finance.
Valor Econômico · Demand for infrastructure executives **up 150%** in 2026.

PROFILE

BSc in Digital Game Programming, with Unity, C#, AI for games and difficulty balancing on the transcript. I am now a **data and automation engineer at FLOW Executive Finders**, where I build the other side of a studio: data pipelines, telemetry and the internal tools a team operates on, which is the same problem LiveOps and game analytics deal with. My own project is a 2026 World Cup simulator that fits in a single HTML file with no dependencies: 48 national teams, a group-stage engine, a knockout bracket, penalty shootouts, and a scoring rule that only counts a prediction filed before that match kicked off.

PERSONAL PROJECT

2026 World Cup Simulator & Prediction Pool 2026
Concept, game design and code

- Personal project · single-file web app (~200 KB)
A complete tournament application in one HTML file. No build step, no server, no external dependency.
- **Data model for all 48 national teams:** FIFA ranking, appearances, best finish, qualifying route and key squad members with position and club, all bundled inline.
 - **Group-stage engine** with a live table (Pts, P, W, D, L, GF, GA, GD), chained tie-break criteria and best-third-place ranking feeding the playoff round, in the new 48-team format.
 - **Knockout bracket** through to the final, with a penalty shootout mode and automatic winner propagation.
 - **6/3/1 points economy** and, holding it all together, **per-match temporal validity**: a prediction only scores if it was filed before that specific kick-off. Blocks retroactive edits with no backend at all.
 - Live leaderboard, tie-break questions, confetti, a music player and a password-protected admin area. The entire state lives in `localStorage`, offline-first.

PROFESSIONAL EXPERIENCE

FLOW Executive Finders — Commercial Analyst Jr. · Sep 2025 – present
Owner of data, automation and all **14 internal applications** the operation runs on. Requirements to deploy, solo. Four business-press articles came out of studies I built.
Telemetry pipeline and automated reporting
CRM events replicated into the warehouse (BigQuery via Fivetran) plus a pipeline that renders, from one query, both an interactive D3 report and a 15-slide deck: funnel, conversion rate and average ticket per team.
10 AI agents in production
Automations the team runs on its own, without asking me: material generation, spreadsheet auditing and meeting prep.

STACK
GAMES
Unity, C#, Unreal Engine, C++, Blender (3D modelling), game design, AI for games, level design and difficulty balancing, usability testing
LANGUAGES
C#, TypeScript, JavaScript, Python, C++, SQL
WEB & SYSTEMS
React 18/19, Vite, Tailwind, vanilla HTML/CSS, state machines, CSS animation, localStorage / IndexedDB
BACKEND & DATA
Supabase (Postgres, RLS, Auth, Realtime), Deno edge functions, BigQuery, Fivetran, pandas, D3
APPLIED AI
Claude (Skills, MCP), ChatGPT, Gemini, Perplexity · prompt engineering, AI for games

EDUCATION
BSc in Digital Game Programming
Universidade Anhanguera São Paulo · 2023 – 2025
LANGUAGES
Portuguese — native
English — intermediate, studying in Australia
WHERE I FIT

- Gameplay and systems in Unity/C#.
- Internal tools, LiveOps and build tooling.
- Game analytics, telemetry and data-driven balancing.

Realtime operations dashboard
The tool eight teams use to manage their portfolio: three views over one base (table, funnel kanban, relationship graph), 48 tables, 107 migrations and realtime sync. Same shape as a LiveOps console.

100% client-side audit tool
A revenue-split audit running entirely in the browser. Local parsing, IndexedDB persistence, nothing over the wire. TanStack Start + React 19.