

DETAILS



[Portfolio](#)



Santo Amaro, São Paulo
Brazil



1993-12-04



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SKILLS

Unity 3D

C# (script and oop)

Git - Version Control

Game Design Document

Level Design Blockout

Affordance

LANGUAGES

Portuguese -Native

English -Advanced (C1 IELTS)

Spanish -Mid Level

PRIZES



Enterprise Challenge 2021
One Planet One Home, Fiap &
SOS Mata Atlântica - Best Game
Design for Sustainability



Enterprise Challenge 2022
Smart Mobility & Technology
Solutions, Fiap & Stellantis - Best
Game Design for ESG and Mobility

ARTHUR GANDRIANN FERREIRA

GAME DESIGNER

PROFILE

Programmer since highschool with professional experience in web development getting into game design.

WORK EXPERIENCE

Game Dev

Freelancer | Sep, 2021 - Current

- Responsible for the whole development of an imersive training in Virtual Reality on Unity for HTC Vive

Full-time Full Stack Developer

Actual Sales | Mar, 2017 - Mar, 2021

Intern Full Stack Developer

Actual Sales | Mar, 2015 - Mar, 2017

- Responsible for landingpages, APIs and integrations with international customers in Latin America, Europe and Middle East
- Developing in-house tools such as the company CRM and automating routines like email marketing triggers and registering domains.

EDUCATION

Faculdade de Informática e Administração Paulista (FIAP)

Game Development | Current

Universidade Presbiteriana Mackenzie

Technologist Analysis and Systems Development | 2018

COURSES

Advanced English Course, Cultura Inglesa

2001 - 2009

Advanced English Course, Berlitz Vancouver

Dec, 2009 - Jan, 2010

CERTIFICATE

Certificate of Professional Qualification in Scripting and Digital Animation for Digital Games ([link](#))