DETAILS

 Portfolio

 Kitchener, ON , Canada

 1993-12-04

 arthur.ganfer@gmail.com

 LinkedIn

 +1 (548) 577-0453

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 DEVELOPER

PROFILE

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

WORK EXPERIENCE

Game Dev
Freelancer | Sep, 2021 - Sep, 2023

- Responsible for the whole development of an immersive training for powerplant workers 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 developing landing pages backend, APIs, integrations with international customers in Latin America, Europe and Middle East and test routines (QA).
- Developing in-house tools such as the company CRM and automating routines like email marketing triggers and registering domains.

EDUCATION

Conestoga College, School of Creative Industries - Canada
Game Design | Fall 2023 - Current

Faculdade de Informática e Administração Paulista (FIAP) - Brazil
Digital Games | 2022

Universidade Presbiteriana Mackenzie - Brazil
Technologist Analysis and Systems Development | 2018

CERTIFICATE

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