


# DENIS KEN

Game Developer

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## ABOUT ME

Hello! I am graduated in game development. I have already created apps and games using Unity 3D and other game engines and also worked with web development.

## WORK EXPERIENCE



November 2016 - present

Developer, Olos - Technology and Systems

Responsible for developing innovative applications. A new way to communicate with customers. Applying gaming skills and knowledge. Some apps were made for Claro, Vivo, Santander, etc.



May 2016 - November 2016

Game Developer, CIT - Innovation and Technology Center

I programmed the entire game, I attended meetings with the customer, We defined the game and we reproduced the game for menteturbinada.com.br



## EDUCATION

Jan 2015 - Jun 2017

Game Development

University Center - SENAC  
Santo Amaro, SP, BRAZIL

Jan 2013 - Jun 2015

Game Development

University Center - SENAC  
Santo Amaro, SP, BRAZIL

## AWARDS & ACHIEVEMENTS

Jan 2020

Olos Inove - 1st Place. R\$ 70.000 reward  
Olos

Sep 2016

Research Article. The role of dialogue in games  
SBGames

## SKILLS

### Professional

Unity 3D  
React js  
Javascript  
Three js  
HTML & CSS  
Construct 2

### Personal

Communication  
Team Work  
Public Speaking  
Time Management  
Collaborative