

# FLÁVIO BONINI

São Paulo/SP - Brazil  
(11) 99493 4779 - fbonini8@hotmail.com

## Objetivo

Entrar no mercado de trabalho para desenvolver minhas habilidades. Crescendo sempre e ajudando a empresa a crescer.

## Web

<https://github.com/GitFlaviobc>  
<https://www.linkedin.com/in/flaviobc88/>

## Programming

C  
C++  
Python  
HTML  
CSS  
JavaScript  
Shell  
Git  
Linux  
Dockerfile  
SQL  
DataBase  
AWS

## Design

Unreal Engine  
Blueprints  
Unity  
Maya  
Blender  
Zbrush  
Photoshop  
Substance Painter  
Substance Designer  
Excel

## Languages

Portuguese  
English  
Spanish  
French

## EDUCATION

**École 42 SP** 2021 - Present  
São Paulo, Brazil  
Graduation: Software Engineer

**Vancouver Film School (VFS)** 2018-2019  
Vancouver, Canada  
Graduation: Game Designer

**Tamwood** 2017 - 2018  
Vancouver, Canada  
Graduation: Hospitality and Tourism

**Universidade Anhembi Morumbi** 2010 - 2013  
São Paulo, Brasil  
Curso: Pilot and Airport Administration

## PROFESSIONAL EXPERIENCIES

**École 42 - Imersão Itaú** 05/2022 - Present  
São Paulo  
"Intern"

**The Lazy Gourmet** 01/2018 - 07/2018  
Vancouver  
Cook

**Earls** 01/2018 - 07/2018  
Vancouver  
Prep Line/Cook

**Cirque Du Soleil** 10/2017 - 12/2017  
Vancouver  
Customer Service

**Vancouver Convention Centre** 09/2017 - 12/2017  
Vancouver  
Banquet Waiter

**Glowbal Group** 08/2017 - 10/2017  
Vancouver  
Cook

**Defensoria Publica** 04/2014 - 06/2017  
São Paulo  
Official

**Academia da Força Aerea Brasileira** 01/2009 - 03/2010  
São Paulo  
Cadet/Aviator

## OTHER EXPERIENCIES

**École 42 - BaseCamp - Rush** 2021  
Volunteer evaluator  
- Evaluate group coding projects from the process to entry in the école 42.  
- Future students applying to the école 42 need to do the projects.  
- Volunteer students from the école 42 evaluate the projects.

**Final Project "Hoverball"** 2019  
Level Design  
3rd Person Multiplayer Sport  
- 2D layout, whiteboxing, set dressing, gameplay triggers  
- Design gameplay, tutorial  
- Balance gameplay

**VSF Game Jam "Parananimal Activity"** Best Theme Winner - 2018  
Level Designer  
Local Multiplayer 2D Platform  
- 2D layout, whiteboxing, set dressing, lights  
- Balance gameplay

**Portfolio Project "Mythical"** Best Portfolio Winner - 2018  
Level Designer  
3rd Person Action Platform  
- 2D layout, whiteboxing, set dressing, gameplay triggers  
- Design tutorial, combat encounters, design gameplay  
- Balance gameplay