

HENRIQUE MARCOS ROCHA CHAVES

I. IDENTIFICATION

Day of birth: 08/03/1994

Marital Status: married

Place of birth: Florianópolis – SC, Brazil

Address: Rua da Fonte do Outeiro n.º 610

4200-305 Porto

Visa in Portugal: Residence Card

Cell phone: **+351 969 054 770**

e-mail: **henrimrc@hotmail.com**

LinkedIn: [linkedin.com/in/henrimrc/](https://www.linkedin.com/in/henrimrc/)

II. EDUCATION

High School, senior year, as exchange student - California/USA

Term: school year of 2011/2012

Instituto Federal de Santa Catarina - Mechatronic Engineering.

Term: 1st term of 2013

Universidade Federal de Santa Catarina – Civil Engineering.

Completion: 12/2019

III. WORK EXPERIENCE

Term 02/06/2014 – 02/06/2015:

Civil engineering intern at IGUATEMI Cons. e Serv. de Engenharia Ltda. in Florianópolis

- Writing, correcting and submission of Technical Responsibility Notes;
- Archiving of documents of completed works;
- Listing of needed equipment for a soil laboratory and price estimate for the equipment the company was missing;
- Formatting and function reviewing of the spreadsheets for the tests of the soil laboratory.

Term 07/12/2018 – 07/05/2019:

Civil engineering intern at MINUILA - Com. Geral, Import. e Exportações, Ltda in Angola

- Drawing in AutoCAD of reinforced concrete structures;
- Supervision of fabrication, assembly and finishing of metallic latticed arch;
- Daily update of the work development in MS Project;
- Research about road construction on non-confined soil, specifically desert-sand.

Term 01/08/2019 – 31/12/2019:

Programmer for CAPES - Office for Personal Development of University Education at UFSC in Florianópolis

- Development of base code and implementation of digital game mechanic in Unity Engine, its production and application;
- Support of version validation for test at workshops with professors and students.

Term 02/03/2020 – Today:

Programmer at HYDRA GAMES

- **02/03/2020 – 01/02/2022:**
 - Reimplementation in Unity Engine of a collection with more than 60 games for iPad, previously implemented in ActionScript3 with Starling Framework
- **01/02/2022 – 15/12/2022:**
 - Expansion of the collection with new games made in Unity Engine.
- **15/12/2022 – Today:**
 - Implementation of play de generators, .Net 6.0, to be consumed by the games.

IV. ESPECIFIC KNOWLEDGE

- Unity Engine
- C-Sharp (.Net 6.0, Windows Forms)
- Git
- Jira Software
- Office Package
- MS Project
- AutoCAD 2D
- AutoCAD Civil 3D

V. LANGUAGES

- Brazilian Portuguese as first language.
- Fluent in English, spoken and written;

VI. PERFIL

I am committed, organized and disciplined. I have self-teaching and research skills, always trying to apply and improve my knowledge.

I face new challenges with will to overcome them. I am reliable, ethical and I have good interpersonal relationship. I can adapt to new cultures with ease.