HENRIQUE MARCOS ROCHA CHAVES

I. IDENTIFICATION

Day of birth: 08/03/1994
Address: Rua da Fonte do Outeiro n.º 610
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Marital Status: married

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GitHub: github.com/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.