João Pedro Argento Garcia

GAME DEVELOPER

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PROFESSIONAL RESUME

Game Developer and Programming Instructor with four years of experience specializing in Unity (2D/3D), C#, and C++. Currently in the final year of a Digital Games program at FATEC, I am eager to leverage my hands-on project development and teaching experience to contribute as a Game Developer. Possesses strong knowledge of software architecture, performance optimization, and design patterns.

EXPERIENCE

Game Developer Instructor - SuperGeeks

July 2022 - present

- Taught game programming in Unity (2D & 3D) using C#
- Developed prototypes and practical projects alongside students.
- Monitored student progress and adapted teaching methodologies for various skill levels.

EDUCATION

Technologist in digital games - FATEC - São Caetano do Sul

February 2022 - present

SKILLS

- **Game Engines:** Unity (2D / 3D), Godot (2D)
- **Design Patterns**: Singleton, Observer and State machine
- **Programming Languages:** C, C++, C#, Python and Javascript.
- **Others:** Git, agile methodologies

LANGUAGES

English
Intermediate

PORTUGUESE
Native