

Pedro Schenegoski

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EXPERIENCE

Administrative Apprentice in Cargill Agrícola S.A.

Start in April 2024 – End in April 2026.

Systems, Tools, and Asset Development in Unity — C#

2023 – Present.

EDUCATION

High School Diploma — Colégio Elite Ponta Grossa

December 2021.

Incomplete Bachelor's Degree — Software Engineering, Universidade Estadual de Ponta Grossa

Start in May 2022 – End in July 2025.

Low Poly 3D Modelling Course — Domestika

November 2025

Low Poly Character 3D Modelling Course — Domestika

November 2025

Epic Games Game Design Professional — Coursera

November 2025

PROJECTS

Publishing and maintaining applications in Power Apps

Developed during my time at Cargill.

Unity Tools

Created for distribution and sale (Timers, audio, interaction systems).

3D Indie Game in Unity

Authorial project focused on narrative, environment, and interactive mechanics.

SKILLS

Creative thinking.

Teamwork.

Problem-solving.

Organization.

Computer proficiency.

Operational support.

Power Apps / SharePoint

Git / GitHub

Unity / Unreal

C# / C++ / JAVA

LANGUAGES

Portuguese — Native

English — Fluent

Spanish — Basic

