

# 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*

