

João Victor Ramiro

Developer and Computer Science graduate

My main objective is to constantly polish my knowledge in order to develop even more robust and efficient projects. I always aim to grow alongside my team.

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EXPERIENCE

Yaw Studio, Remote — *Game Programmer*

October 2023

Development and maintenance of Unity games for publication on Steam, Epic, and other stores.

Dumativa, Remote — *Game Programmer*

February 2022 - January 2023

Game Development working with Unity and Server Development.

EDUCATION

Una, Betim — *Bachelor's degree in computer science*

July 2020 - July 2024

Study Computer Science with Projects and Assignments focusing on robust, clean and modular programming

PROJECTS

Hands of Wisp — *First Windows publication*

My recent work with Unity Development has involved me in most of the mechanics, systems, interfaces, integrations, and ports. I have participated in publications on stores such as Steam and Epic.

Personal Projects

I constantly develop my own projects, where I am able to test and refine my knowledge to use at work.

During these projects, I have released independent publications on the **Play Store (Rage Bat)** and **Steam (Hands of Wisp)**.

Through this, I acquire knowledge about the stages of production, publication, and sales while achieving personal accomplishments.

More recent projects are available in my portfolio.

COMPETENCIES

- Backend Development
 - Version Control
 - Data Management
 - Servers and Virtual Machines
 - Best practices, teamwork and communication
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SKILLS

C#, Java, Python, Javascripts, HTML, CSS and Frameworks

SQL/NoSQL Databases

Postman, Docker

Github, Plastic

Unity

Flutter

LANGUAGES

Portuguese - Native

English - B2