João Victor Ramiro

Developer and Computer Science graduate

My goal is to learn while I work, obtain knowledge, and add positively to my team. I intend to achieve good recognition in the area where I work through effort.

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EXPERIENCE

Yaw Studio, Remote — *Game Programmer*

October 2023

Game Development working as a General Programmer in Unity

Dumativa, Remote — *Game Programmer*

February 2022 - January 2023

I worked as a Game Developer while working with Full Stack, Back End and Multiplayer Server

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*

Team projects where I was responsible for the Backend API (Linux/Windows), host and maintenance in Cloud/Virtual Machine.

Hands of Wisp — *First Windows publication*

First release on Windows, action RPG style game published on the Steam Sales Platform.

Mobile Publications — *Android / Play Store*

Android application and game developments. Publications on Google Play Store platform.

COMPETENCIES

– Backend API

– Version control

– Gitflow

– SQL and NoSQL

– Servers and Virtual Machines

– Good practices, communication and teamwork

– Unity development

SKILLS

C# – Main Language

Python, Java, R

MySQL, Firebase

SQL and NoSQL Database

Game Programming

LANGUAGES

Portuguese – Native
English – Conversational