

João Victor Ramiro

Developer and Computer Science Undergraduate

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

Dumativa, Remote — *Game Programmer*

February 2022 - January 2023

I worked as a Game Developer while
working as a Full Stack, Back End
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*

First publication on Windows, being a small project to
learn the entire development process and publish it on
a relevant sales platform (Steam)

Mobile Publications — *Android / Play Store*

Android app and game development to learn about
developing and publishing on sales platforms.
Publications on Google Play Store platform.
Application of SQL (MySQL) and NoSQL(Firebase)
databases in systems.

PERSONAL SKILLS

- Clean Programming
 - Teamwork
 - Back-end
 - Full Stack
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TECHNOLOGIES

Game Development
C# - Main Language
Python, Java, R
MySQL, Firebase
MongoDB
Github
Unity Engine

LANGUAGES

Portuguese - Native
English