

ERICA SANTINI

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Dedicated young professional with 1 year 5 months experience managing, coding, documenting, and testing software in an agile environment. Good knowledge of software development in several programming languages. I am experienced with C# and Unity Engine, in which I've been developing a mobile game as personal project for the past couple of years. Looking for an entry-level job opportunity, with availability to start full-time in November 2022.

PROFESSIONAL EXPERIENCE

Imgnation Studios, game development studio in Santa Maria – RS, Brazil.

Project Manager, February 2021 – December 2021 (11 months)

- Managed a 6-people team on a Virtual Reality game project;
- Performed sprint planning, game testing, documentation of game features and bugs, coding (C# on Unity), quality assurance check-ins and daily meetings.

Project Manager Intern, August 2020 – January 2021 (6 months)

- Lead a 3-people team as acting Scrum Master during the development phases of mobile videogames;
- Performed game documentation using software like Miro, Notion and Trello;
- Performed exhaustive software testing;
- Investigated and proposed means to improve the development of the projects, with increased productivity and positive feedbacks as result.

EDUCATION

DEC Computer Techniques - New Media Programming, Aug. 2021 – Present (Graduation due in December 2022)
Institut Grasset, Montréal – QC, Canada. School report and references upon request.

Business Administration, March 2017 – January 2021 (3 years and 10 months)
Universidade Federal de Santa Maria (UFSM), Santa Maria – RS, Brazil.

- Concluded in 2021;
- Held two consecutive research scholarships, assisting in the development of scientific articles;
- Participated in a Junior Enterprise for over a year;
- Student exchange : took 1 semester at *Université du Québec à Montreal* (UQÀM), Montreal – QC, Canada as international student.

Computer Science Courses, March 2013 – November 2016 (3 years and 8 months)
Universidade Federal de Santa Maria (UFSM), Santa Maria – RS, Brazil.

- Took programming classes;
- Participated in the International Collegiate Programming Contest 2013, by Association for Computing Machinery (ACM), sponsored by IBM;
- Did voluntary tutoring in Programming Laboratory I and II (programming language : C);
- Taught Logic to high school students as member of the Computer Programming Club.

CERTIFICATIONS AND UNIVERSITY DEGREES

- Shell Script Programming (*in progress*), **Udemy**. Expected date of completion: June 2022.
- Intermediate Python, **Sololearn**. Expected date of completion: June 2022.
- Python for Beginners, **Sololearn**. Issued in March 2022.
- Business Bachelor's Degree, **UFSM**, Brazil. Issued in January 2021.

SKILL SET

Hard Skills

C# (C-Sharp) and Unity
C, C++, Java, JavaScript
HTML, CSS and Wordpress
Relational databases, MySQL and SQL Server
Photoshop and Illustrator
Scrum, Kanban and Planning Poker
Microsoft Office
Visual Studio Code and Community, Visual Basic for Applications (VBA) and Eclipse
GitHub and Git Bash
VIM manipulation and text editing
Scripting (Python and Shell)
Windows Operational System
Linux Operational System

Languages:

Portuguese – Native language
English – Fluent
French – Upper Intermediate (level B2 – CEFR)

Soft Skills

Proactivity
Critical thinking
Teamwork
Adaptability
Organization
Willingness to learn
Effective communication

OTHER INFORMATION

Nuzzle & Co. Pet Rescue and Adoption, Park City – UT, United States.

Volunteer, *January 2018 – February 2018 (2 months)*
Acted as a volunteer taking care of rescued cats.

CCUSA Work Experience, Park City – UT, United States.

International Student, *December 2017 – March 2018 (4 months)*
Participated in a four-month work/travel program.

Catiane Lange Imóveis, real estate company in Santa Maria – RS, Brazil.

Intern, *August 2017 – November 2017 (4 months)*

- Carried out registrations of properties, owners and tenants using ERP software;
- Collected rent payment;
- Performed online banking procedures;
- Helped planning and improving the company's short-term strategic planning.