INTERN UNITY DEVELOPER

Gino Carlo Graciano Grippo
Campinas-SP, Brazil
+55 (19) 98280-5098
gino.carlo02@gmail.com

ABOUT

Studying System Development, I have been developing games since 2019. I like to work as a team to solve problems creatively, always learning and using communication skills.

Passionate about videogames since I was 6 years old, I played hundreds of games of different genres and platforms since then. My experience as a long-term player allows me to better understand wich mechanics and features to use inside a game and decide what works or not.

SKILLS

- **C#**
- **Unity**
- SQL
- Python
- C++
- C
- Scrum
- Power BI

PROFESSIONAL CAREER

Procter & Gamble   Louveira, BR
Business Process Owner   Jan 2021–present
I am responsible for managing projects of digitalization and automation by bringing new ideas to the table and being a leader of a small team.

Technical School of Unicamp   Campinas, BR
Didact Support   Jan 2019–Dez 2019
I worked to support the technical teachers and help students during the classes, by using communication skills and team work.

EDUCATION

- System Analysis and Development Technology Bachelor's Degree (Unicamp 2022–2025)
- Mechatronics Technician (Technical school of Unicamp 2018–2020)

CERTIFICATIONS

- [**Learn To Create A First Person Shooter With Unity & C#**](#) **(Unity – 2022)**
- [Learn 2D Unity](#) (Udemy – 2022)

LANGUAGES

- English: Advanced
- Spanish: Basic
- Portuguese: Native

PORTFOLIO

https://ginocarlo01.github.io/devportfolio/