Leonardo de Godoy Junior

Campinas, SP | (19) 98154-0959 | Linkedin | Portfolio

EDUCATION

Microcamp Game Development Course   **Campinas, SP**
Bachelor's in Digital Games Design   **PUC - Campinas, SP**
- Served as a 3D course monitor for one semester.
- Final Physics Project received the highest grade and honors.
- Capstone Project (TCC) approved with the highest grade and honors.

Unity Developer Course - Mentorama   **Campinas, SP(Online)**
Postgraduate in 3D Scenarios and Characters   **Belas Artes, SP(Online)**

WORK EXPERIENCE

Programming Teacher - SuperGeeks   **Campinas, SP**
- Designed curricula and taught children and teenagers (ages 5 to 17),
  covering topics from Scratch to Unreal Engine.

Freelancer   **2022 - Presente**
- Professionally developed and published five 5 (five) projects,
  for mobile platforms (Android and IOS) and PC.

PROJECTS

- **Poppy Bee Coloring** - A coloring game developed with Unity and published for mobile platforms (Android and iOS). The project features in-app purchases and localization.
- **As aventuras de Nala** - Two projects developed for the theater group Cia. Lamparina: The first was a coloring game published in WebGL format, The second was an adaptation of one of their plays into a digital game published for desktop. Both projects were developed in Unity and showcased across Brazil in public and private schools.
- **Star Ball** - Developed for the company Star Ball, this is a 2D maze game where players rotate the phone to move a ball. The project was developed in Unity, published for mobile (Android), and features in-app purchase systems.
- **MathGames** - A project created for a science fair with a math theme, blending RPG and educational content. Developed in Unity and published for mobile (Android).

SKILLS

SOFT SKILLS
- Communication
- Adaptability
- Teamwork
- Creativity
- Attention to Detail
- Organization
- Planning
- Critical Observation
- Problem Solving

TECHNICAL SKILLS
- Web and Game Programming
- UI/UX Design
- Game Design
- Proficient in GDevelop, Construct, Godot, GameMaker, Unity, Unreal Engine
- Agile Methodologies
- Mechanics Development
- Mobile Development
- Github

ADDITIONAL SKILLS & INTERESTS

- **Languages:** English (Intermediate), Spanish (Intermediate)
- **Hobbies:** 3D Modeling, Video Games, Reading, Cinema