

ABOUT ME

I have the goal of developing games that can bring happiness to people and working on projects that I can look back on and be proud of what I achieved.

LANGUAGES


- ENGLISH
- BRAZILIAN PORTUGUESE


SKILLS


- OBJECT-ORIENTED PROGRAMMING
- UNITY
- GAME MAKER STUDIO
- 3D MODELING
- 3D ANIMATOR
- PROJECT MANAGER
- GAME DESIGNER

LUIZ GUSTAVO
MARTINEZ ANDRADE

PROGRAMMING INSTRUCTOR

 Brazil - MG

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WORK EXPERIENCE

SUPER GEEKS
Belo Horizonte
Aug 2024-Present

Programming Instructor

In this role, I led classes as a programming instructor for children, introducing them to the fundamentals of coding, and guided them to develop their own game ideas.

EDUCATION

CTRL+PLAY
2020

In Ctrl+Play i've started learning about programming logic, and how to make my own games.

PUC MINAS
Brazil - MG
2027

Bachelor

- Pursuing an in-depth study of Digital Games.
- Served as Class Representative.
- Managed projects for various game developments.

PROJECTS

Programmer
Jan 2024-Jun 2024

School Breakout

3D Arcade Shooter game
<https://github.com/LuguGMD/Ti-1>

3D Artist
Jul 2024-Present

Beasts & Beats

3D Rhythm Runner game
<https://github.com/LuguGMD/Ti2>

Mar 2020-Present

Game Jams

Various entries in Game Jams
<https://lugu.itch.io>