

Gabriel Bianchi

Game Developer

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SUMMARY:

Aspiring Game Designer with a lifelong passion for creating interactive experiences. Cultivated game development skills since the age of 13, eager to leverage my experience in the field of game design to contribute to a creative and innovative game development team.

PROFESSIONAL SKILLS:

Game Design

Mechanics Design, Level Design, Storytelling & Narrative Design.

Game Development Tools

GameMaker (Proficient), Unity (Proficient), Godot (Basic), Unreal Engine 4 (Basic)

Software & Programming:

C (Intermediate), C# (Intermediate), Python (Basic), Git (Version Control)

Soft Skills

Communication, Collaboration, Problem-Solving & Critical Thinking, Creativity and Attention to the Detail.

WORK EXPERIENCE:

Junior Systems Analyst (Support Team)

Icaro Technologies, Campinas, Brazil – January 2022 – Present

- Provided technical support to clients in the telecommunications field, addressing their system-related issues and inquiries.
- Collaborated effectively with internal teams (e.g., development) to identify solutions and ensure timely resolution for client problems.
- Utilized strong analytical and logical thinking to diagnose complex system issues and implement appropriate solutions.

EDUCATION:

Associate's Degree in Digital Game Development – January 2022 – July 2024

PUC University, Campinas, Brazil

Associate's Degree in Technology – January 2019 – December 2021

Municipal Center for Vocational Education Osmar Passarelli Silveira, Paulínia, Brazil

AWARDS AND RECOGNITION:

89Th Place Overall, GMTK Jam, 2022

In project "Roll Your Life" as designer, leader and programmer.

2nd Place Overall, Game Jaaj 7, 2022

In project "Hey brother" as designer, leader and programmer.

Best Technical Quality, Corona Jam, 2020

In project "Sinuca Attack" as designer, leader and programmer.