Paulo Junior

Software Developer

Braga / Portugal

Software Developer, always ready to learn and try new technologies, I've had the opportunity to work with PHP both in the Back-end and Front-end, Development in Arduino/NodeMCU with C++, in addition to working with HTML/CSS, C#. I'm passionate about game development, mainly with Unity3D and C#.

Education

Master's degree, Game Design and Development
University Beira do Interior – Portugal
2019- Present

Bachelor of Computer Information Systems
University Estácio de Sá - Brazil
2009- 2015

Work Experience

Erasmus Game Developer
IRZU Institute for Sonic Arts Research - Sloven
2021 - 2021

- Experience working in a Slovenian institution and develop a complete game for android. The entire game was developed in Unity3D and C# to be used with the BREATHING+ headset. Developed by Breathing Labs.

Software Developer
Novovale Administração E Tecnologia
2014 - 2020

- Front-end development and maintenance of the entire ecosystem of the company, always using PHP, HTML, CSS, in addition to creating and editing graphic resources.

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Game Projects:
In the link below you can see some game projects that I developed.
paulojjunior.github.io/portfolio

Skills

C#
Unity
Arduino
PHP
HTML/CSS
C/C++
Photoshop
GIT

Soft Skills

I am a focused, participative person, I enjoy working in a team, and yet I am independent to work alone, I have no problems with criticism, and I am always open to a new challenge.

Language

English: **B1**
Portuguese: **Native**

- Development and maintenance of a PHP system, creating features for the electronic ticketing system used by the company.
- Development of C++ System for Ardunino and NodeMCU, with RFID and GPRS.

Information Technology Intern
Tribunal de Justiça do Estado do Rio de Janeiro
2013- 2014

- I worked on the implementation of WordPress and Moodle, installing, and adapting plugins, as well as changes to the Front-End with PHP, HTML and CSS.