



## Pedro Henrique Alcântara Ramos

*Fullstack | AR+VR | PHP | Javascript | SQL | C#*

### Contact:

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GitHub: <https://github.com/Pedro-Brando>

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### Career Objective:

I aim to apply my skills as a Fullstack developer and in AR/VR technologies to contribute to innovative projects. I am seeking opportunities for professional growth and to work in collaborative environments that challenge my technical abilities.

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### Summary:

Developer passionate about games and virtual reality technologies. Computer Science student with experience in PHP, Laravel, and Javascript, as well as game development in C# with Unity and its VR/AR technologies. Continuously seeking to learn and grow professionally. Open to new opportunities and connections in the development field.

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### Professional Experience:

## **Penumbra Digital LTDA**

*Junior PHP Fullstack Developer - March 2024 - Present*

*Location: Bahia, Brazil (Remote)*

- Development of web applications using Laravel, PHP, and JavaScript.
- Responsive and interactive front-end with HTML and CSS.
- Database management with MySQL.

## **Microcamp**

*Games/Unity Teacher - March 2023 - August 2023*

*Location: Vitória, Espírito Santo, Brazil*

- Teaching game development in Unity and C# to student groups.
- Creating educational materials and lesson plans tailored to each class.
- Individual student guidance on their game projects.
- Participation in pedagogical meetings and workshops to improve teaching methodologies and techniques.

## **Vale**

*Unity Developer (VR) - January 2021 - June 2022*

*Location: Vila Velha, Espírito Santo, Brazil (Remote)*

- Participation in a system virtualization project in collaboration with Vale at UVV's virtual reality lab.
- Development of an application in C# with Unity for industrial process simulation.
- Creation of interactive virtual environments for worker training and safety improvement.
- Collaboration with a multidisciplinary team to enhance the development of virtual reality technologies.

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## **Academic Background:**

Vila Velha University - UVV

Bachelor's in Computer Science (2020 - 2025)

UPVIX União de Professores - UP

High School Diploma (2016-2018)

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## Certifications and Additional Courses:

- CCNA: Switching, Routing, and Wireless Essentials - Cisco (Issued in June 2024)
- CCNA: Introduction to Networks - Cisco (Issued in December 2023)

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## Languages:

- English: Fluent or native
- Portuguese: Fluent or native

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## Projects:

### VR Ping Pong

*Period: May 2021 - May 2021*

*Associated with: Associated with Vale*

Description: VR Ping Pong simulator made in Unity for training.

Skills: Skills: Game development

### Hangman

*Period: March 2021 - March 2021*

*Associated with: Associated with Vale*

Description: Hangman game made in Unity for training.

Skills: Skills: Game development

## **Run, Merlin!**

*Period: December 2020 - December 2020*

Description: Infinity Runner style game project for the LawVR project selection process at UVV in collaboration with Vale.

Skills: Skills: Game development

Git: Scripts on GitHub: <https://github.com/Pedro-Brando/Selecao-VR-2020-2>

## **Sheep Saviour**

*Period: December 2020 - December 2020*

Description: Game created for the CEET Game Jam, made in 5 days.

Skills: Skills: Game development

Git: Scripts on GitHub: [https://github.com/Pedro-Brando/CEET\\_game\\_jam](https://github.com/Pedro-Brando/CEET_game_jam)

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