From September 19th, 2023: Rua do Canto Milheiro, 1
Valhascos – Sardoal – 2230-180 - Portugal
+55 24 981266675
https://www.balandabros.com
matthewrobertbalanda@gmail.com

MATTHEW ROBERT GLUSKI BALANDA

GOALS	Bi-lingual professional looking for opportunities in data science, web design, machine learning, and/or game development (level design)

PERSONAL INFORMATION

Date of Birth: 20thApril 1992

Place of Birth: London, England

Nationality: British, Brazilian, and Polish (EU)

Status: Single

Free to travel or work remotely

EDUCATIONAL BACKGROUND

2021-2022 – IBM Data Science Certificate – The programme consisted of 9 online course skills, through which I had access to open-source tools and libraries, and worked with Python, databases, SQL, data visualization, data analysis, statistical analysis, predictive modelling, and machine learning algorithms. The programme offered me the opportunity to learn data science through hands-on practice in the IBM Cloud using real data science tools and real-world data sets.

2010- 2017 - The Higher Institute of Technology (IST), Petrópolis, RJ, Brazil. Technological Undergraduate Degree in Information Technology. Subjects covered included: Mathematics (Calculus); Programming in C#; Portuguese; Technical English; Computer Organization.

2007–2009 - Technician in Information Technology course taken while still at high school (CPTI), Petrópolis, RJ, Brazil. Subjects covered included: Programming in Java; Applications; Business Organization and Entrepreneurship; Computer Networks; Internet; Databank Models; Programming Languages (HTML and SKL) and Techniques, Statistics; Computer Assembly, Safety in the Workplace, Psychology, Mathematics, and Technical English, among others. Use of Windows and Linux.

2001-2009 – (Middle and High School) Colégio Bom Jesus Canarinhos, Petrópolis, RJ, Brazil

1997-2000 – (Elementary School) Colégio São José, Petrópolis, RJ, Brazil

2009 – Participated in various activities (Introduction to Monte Carlo/Video Creation Workshop) during the National Science and Technology Week event, at the IST/CEPTI, Petrópolis.

PROFESSIONAL BACKGROUND

<u>Gaming Experience:</u>

Basic experience with the Unity game engine. Participated in the following projects:

- "Não suje meuRio", an environmental game that was part of a state (Rio de Janeiro) contest.
- I was part of the level design of mobile games LilGuy and Penalty Kicker.
- I took part in the development of a Game Jam called Clickalypse, by contributing to the idea and icons of the game.

Links to the games on which I've worked:

"Não suje meu Rio":
https://play.google.com/store/apps/details?id=com.HotPotato.NaoSujeMeuRio&hl=pt_BR

"Lilguy" :
https://play.google.com/store/apps/details?id=com.Catavento.LilGuy&hl=pt_BR

"Penalty Kicker" :
https://play.google.com/store/apps/details?id=com.Balanda.PenaltyKicker

"Clickalypse" : https://gamejolt.com/games/clickalypse/286941

"Astro Vanguard" : https://nickbalanda.itch.io/astro-vanguard

Experience with 3D Modelling tool Blender. Mostly basic props.

Experience with the Corel Draw and Inkscape tools.

Course of Front-End Web Design(HTML, CSS and JavaScript)

2016-2017 – Internship in the GEN (Cognitive Educational Games) project.

2015 – 2017 – affiliation to a game company called Hot Potato.

2013 – Took part in Project SIR, a robotics project.

| LANGUAGES | Fluent in English and Portuguese (Spoken, Read, and Written) (holder of UK, Polish and, Brazilian passports) |

| OTHER SKILLS | Corel Draw (advanced)
Photoshop (Basic).
Blender
Unity Engine (Intermediate)
Microsoft Office
Inkscape
Data Science
Python
Web Design (HTML, CSS and JavaScript)
SQL |

| INTERESTS | Computer Gaming, Story Design; Games Design; Sports. Web Design. Countries visited: Brazil, England, USA, and Spain |