Eduardo Gelain

Email: gelain15mj@gmail.com Phone:+5519982570905 Linkedin: <https://www.linkedin.com/in/eduardo-gelain-2407aa346/> GitHubPages: <https://spet001.github.io/>

***Computer Engineering Student | Software Development***

**ABOUT ME**

Motivated Computer Engineering student specializing in software and digital game development with hands-on experience in Unity, C#, Python, and C++. Continuously enhancing skills through courses and personal projects. Eager to secure an internship or junior developer position to apply technical knowledge in real-world environments, delivering creative and effective solutions within development teams.

**EXPERIENCE**

* Independent / Personal Projects
* Game and Software Developer / QA Tester
* QA tester for 'Sparky Rush', a psychological horror platformer in Unity and C#.
* Developing 'Outcaster', a retro-style FPS in Unity with HUD, vertical auto-aim, attack AI, and sentries.
* Created 'FF13FixMS', a patch for Final Fantasy XIII (MS Store), using C and hex editing.
* Built 'Gamelist Extractor', a GUI app using Python, Selenium, and Tkinter to extract Xbox data.
* Translated Doom .WAD to Brazilian Portuguese (texts, HUD, menus).
* Python calculator with basic logic and error handling.
* 'Game Quiz Academic', a terminal-based educational game in Python.
* Contributed to 'Dio Project Challenge - Hero Level' with C and Java.

**EDUCATION**

Faculdade Santa Lúcia  
Bachelor’s Degree in Computer Engineering – January 2025 – Present

ETEC – State Technical School of São Paulo  
Technical Degree in Administration – January 2016 – December 2018

**SKILLS**

Software Testing, Game Development, Power BI, JavaScript, C, Debugging, Artificial Intelligence Prompt Engineering, Git, Python, Web Scraping, Reverse Engineering, Unity3D, C#

**LANGUAGES**

English (C1), Portuguese (Native)

**HOBBIES**

Game Development, Software Projects, Technical Support, Automation, Participation in Game Development and QA, Yu-Gi-oh TCG.