



## PROFILE

I am an enthusiastic, hard-work, fast-learner third-year LaSalle College Game Programming student looking for an opportunity to work with game development. Seeking to leverage skills and experience to contribute to high code quality and teamwork understanding.

## CONTACT

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# EDUARDO NUNES

Game Developer

## EDUCATION

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**Game Programming, DEC – LaSalle College Montréal**  
August 2019 – May 2022

**Electrical Engineering, Bach. – Federal University of Paraíba**  
March 2015 – May 2018

## WORK EXPERIENCE

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**Pixelles – Unity/Unreal Instructor**  
October 2021 – Present  
Currently volunteering at Pixelles. Helping newcomers to make their first game.

**Estácio GameLab - Unity Developer**  
May 2018 – May 2019  
Worked in a team of 4 developing and integrating features in Unity with Agile methodology.

**Treventos Comércio - Manager Assistant**  
March 2015 – March 2018  
Responsible for implementing workflow procedures based on direction from the manager, including providing customer support in escalated situations.

## SKILLS

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**Programming Languages**  
C++, C#, Python, Java

**Game Engines**  
Unity, Unreal Engine 4

**Databases**  
Oracle, MySQL

**Agile Methodologies & Project Management**  
Scrum, Jira, Git