

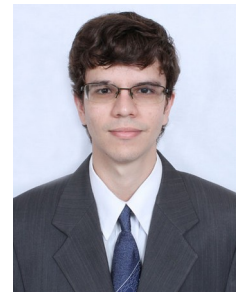
Mateus Gonçalves Etto

Brazilian, 22 years, single

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Objective

A software developer in an organization where teamwork, communication and constant skill improvement are important characteristics of employees.

Academic Education

Course: Computer Engineering

University: Sao Paulo State University (UNESP) in Bauru

Period: February/2012 – March/2017

International Experience

One-year of undergraduate through Science without Borders program.

University: Waseda

Localization: Tokyo - Japan

Period: September/2014 – August/2015

Professional Experience

Laboratory of Applied Information Technology (LTIA), at UNESP Bauru.

Position: Developer

Period: October/2012 – March/2016

Technical Skills

HTML, CSS, JavaScript, Bootstrap, C, C# (Unity and Windows Forms) and Git.

Teamwork experience and availability to learn new technologies.

Relevant projects

AppEducatonal-Parasitologia: Web game created using a HTML5 graphic library (PixiJS) which objective is to teach parasitology for elementary school children. (10/2016 – 03/2017)

AI-RPG-game: Course Completion Work at UNESP, it is an application of Artificial Intelligence in an turn-based RPG game, developed with C# and Unity. (02/2016 – 02/2017)

ASTRO 25 Mastersite Applications Simulator: Simulator for a set of applications to manage radios for Motorola Solutions. HTML, CSS and JavaScript was used for web development, C# for applications development, and Node.js with MongoDB for local server and database creation. (12/2015 – 10/2016)

SEMENG 2016: Event schedule application developed for the Engineering Week 2016 event at UNESP using Ionic, a HTML5 framework for mobile development. Available at Play Store. (03/2016)

BeatCube: Game for Android, developed with C# and Unity. Available at *Play Store*. (03/2014 – 09/2016)

Portfolio

<https://github.com/Yutsuten>

Languages

Portuguese native, Upper-intermediate Japanese, Upper-intermediate English