# **ANA LETÍCIA CHAVES NEIVA**

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# SUMMARY

I'm looking for a full-time job, where I can work with a team. My currently project is a game called Naufrago it's a survival game on an island. I'm mainly using Unreal Engine, Blender and Photoshop to produce all assets I need and I would like to be part of a team aiming a bigger project in my portfolio.

## **SKILLS**

Unreal Engine

Maya, Blender

Photoshop

# Language

Portuguese – Native English – Advanced

## **EXPERIENCE**

Freelance Graphic Designer / Graphic Designer Freelancer – Mariana -MG

03/2018 - Current

I design some Twitch channel layouts

Programming Intern / NTI - Universidade Federal De Ouro Preto - Ouro Preto - MG

12/2015 - 01/2018

I learned how to use OpenSchoolar to develop department's websites in college

Web Programmer / IBDFAM - Instituto Brasileiro de Direito de Família - Belo Horizonte - MG

11/2014 - 02/2015

I used Codeigniter framework to developed congress hotsites and some features

Programming Intern / IBDFAM – Instituto Brasileiro de Direito de Família – Belo Horizonte – MG 11/2013 -11/2014

I learned how to use CodeIgniter framework to developed some features to IBDFAM

## **EDUCATION**

### Saga School of Art

Course - Play Game 2016 - 2019

### **UFOP - Universidade Federal de Ouro Preto**

Bachelor's degree, Computer Science 2015 – Unfinished

### IFMG - Campus Ouro Preto

Technician, Industrial Automation 2010 - 2012