

Árnilsen ArthurGame Developer / Programmer

I've always loved maths, logic and knowing how things work, so since I was a kid, I started looking at Game Development (2013). I started with Java and a few years later I got a degree in Information Technology, learning WEB and Android development. But my passion for game development is ongoing, so now I specialize full time in game development (2020+)

CONTACT

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LANGUAGES

Advanced Portuguese

Intermediate English

2017 - 2018

INFORMATION TECHNOLOGY

SENAI - Brazil

2020 - NOW

GAME DEVELOPMENT DEGREE

PUC Minas - Brazil

2015 - NOW

SYSTEM / WEB / OPENGL DEVELOPER

Java / JS / PHP

2017-2019

ARDUINO AND FTC ROBOTICS

Java / C++ electronic systems

2021-2022

EXPERIENCE

LION SPOON DREAM GT

Game Developer (Unity)

2023 - NOW

MONOMYTO STUDIO

Game Developer (Unity + Quantum)

Unity Game Development

OpenGL Development

Web / System Development

Multiplayer Development

C#

Java

JS

C / C ++

2019

FTC - BEST PROGRAMMER

Best robot programming

2015

OBA - SILVER MEDAL

National astronomy silver medalist

PRIZES

LANGUAGES