

ARTHUR JOSÉ FERNANDES

Game Developer - Unity

Unity Game Developer with a couple published mobile games on Google Play.

CONTACT

[LinkedIn](#)

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PORTFOLIO

[Website Portfolio](#)

[Github](#)

EXPERIENCE

Don't Pop It! (Endless Hyper-Casual Game) - Personal Project

December 2023 - At moment

Game Developer - Unity

- Designed, developed, and published a hyper-casual game for [Android \(Google Play\)](#);
- Implemented Design Patterns: Flyweight, Observer, Singleton, MVP, Strategy, Pooling.
- Enhanced proficiency in asset and time management.

Technologies Used: Unity | Photoshop | Trello | Git | AdMob | Google Ads.

Encaixando Matemática (Mathematics Game Learning for Kids) - Bachelor's Thesis

January 2023 - October 2023

Game Developer - Unity

- Designed, developed, and published a puzzle game for [Android \(Google Play\)](#) as part of my Undergraduate Thesis project. The game focuses on connecting mathematical pieces and aims to contribute to mathematics education in public schools.
- Vastly implemented the Observer Pattern.

- It was a good opportunity to practice with different design patterns.

Technologies Used: Unity | Photoshop | Blender | Trello | Git.

Desafio da Forca (Hangman Game) - Personal Project

July 2023 - July 2023

Game Developer - Unity

- Designed, developed and published a Hangman game from scratch in Unity for [Android \(Google Play\)](#).
- Utilized a Json for storing words and hints.

Technologies Used: Unity | Photoshop | Trello | Git | AdMob.

Transit Course! (Endless Car Runner Game) - Personal Project

October 2021- January 2022

Game Developer - Unity

- Designed, developed and published a hyper casual car game from scratch in Unity for Android (Google Play).
- Improved my skills with C# coding. Was a big project, so I got the chance to learn more about good practices and design patterns.
- Implemented the Flyweight, Object Pool and Observer Patterns.

[View Game Showcase Here](#)

Technologies Used: Unity | 3ds Max | Photoshop | Git | AdMob.

Truco Americano (Table Card Game) - Personal Project

March 2020- March 2020

Game Developer - Unity

- Designed, developed, and independently published my own version of the popular Brazilian card game 'Truco' as a mobile game, created from scratch using Unity.
- Implemented the State Machine Pattern for the AI and round management.

Technologies Used: Unity | Photoshop | Git | AdMob.

Helix Ball! (Helix Jump Inspired Game, Endless Casual) - Personal Project

January 2019 - January 2019

Game Developer - Unity

- Designed, developed and published a “Helix Jump” from scratch in Unity for Google Play (Android).
- Reached over 80.000 downloads.
- My first ever published mobile game.

Technologies Used: Unity | 3ds Max | Photoshop | AdMob | Git.

OTHER EXPERIENCES

Spots (Gamified Reward App) - Mooby Tecnologia

March 2022 - February 2023

Junior Android Developer - Kotlin

- As a Junior Native Android Developer in Kotlin, my first professional experience allowed me to gain practical experience and deepen my knowledge in mobile app development.
- Worked with frontend.
- Project Delivery.
- Worked with MVVM.

Technologies Used: Android Studio | Kotlin | XML Layout | Git | Google Analytics.

“Event Attendance Control System” - Academic Project

November 2022 - November 2022

Web Developer - Full Stack PHP

- Collaborated in the development of a web application for monitoring the presence of monitors at the 'Getting to Know IFG' event. I implemented a check-in and check-out system using a barcode scanner, simplifying the registration and tracking of monitor attendance.

Technologies Used: PHP | HTML | CSS | Bootstrap | MySQL | Scrum | Git.

LANGUAGES

Portuguese • Native

English • [C1 Advanced](#)

EDUCATION

Technology in Analysis and Systems Development

Instituto Federal de Goiás (IFG), Goiás, Brazil

2019 - 2023

FOCUSED SKILLS

Unity • 3 years | C# (Unity) • 3 years | Git • 3 years | Blender • 3 years | C++ (Unreal Engine) • 1 year | Unreal Engine • 1 year | Scrum • 1 year