ARTHUR JOSÉ FERNANDES

UNITY PROGRAMMER

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

CONTACT

- **LinkedIn**
- **Github**
- **arthurjose.dev@gmail.com**

EDUCATION

Technology in Analysis and Systems Development

2019 - 2023

Federal Institute of Goiás (IFG)

SKILLS

Unity • 3 years

C# (Unity) • 3 years

Git • 3 years

Python • 2 years

C++ (Unreal Engine) • 1 year

Scrum • 1 year

ABILITIES

Portuguese-BR • Native

English • Intermediate

EF SET Certificate • C1 Advanced

RELEVANT EXPERIENCES

Game Developer, Academic Project

January 2023 - October 2023

Encaixando Matemática

- Designed, developed and published a puzzle mobile game centered around connecting mathematical pieces as part of my Undergraduate Thesis project aimed at contributing to mathematics education in public schools.
- It was an good opportunity to practice with different design patterns.

Indie Game Developer, Overnight Games

July 2023 - July 2023

Desafio da Forca

- Designed, developed and published a Hangman game from scratch in Unity for Android (Google Play).

Indie Game Developer, Wiguiart Games

October 2021 - January 2022

Transit Course!

- 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.

Indie Game Developer, Mooby Tecnologia

March 2020 - March 2020

Truco Americano

- Designed, developed and published an own version of popular Brazilian game from scratch in Unity for Google Play (Android).
- Improved my skills with AI (Artificial Intelligence).

Indie Game Developer, Wiguiart Games

January 2019 - January 2019

Helix Ball!

- 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.

OTHER EXPERIENCES

Junior Android Developer, Mooby Tecnologia
March 2022 - February 2023

Spots

- 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.

Web Developer, Academic Project
November 2022 - November 2022

Event Attendance Control System

- 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.