

ARTHUR JOSÉ FERNANDES

Unity Game Developer

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

RELEVANT EXPERIENCES

Personal Project — Game Developer

January 2023 - October 2023

Encaixando Matemática

- 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.

Personal Project — Game Developer

July 2023 - July 2023

Desafio da Força

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

PORTFOLIO

www.arthurjf.com.br

[Github](#)

CONTACT

[LinkedIn](#)

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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

Blender • 3 years

Python • 2 years

C++ (Unreal Engine) • 1 year

Unreal Engine • 1 year

Scrum • 1 year

ABILITIES

Portuguese-BR • Native

English • Intermediate

[EF SET Certificate](#) • C1 Advanced

Personal Project — Game Developer

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.
- Implemented the Flyweight, Object Pool and Observer Patterns.

[View Game Showcase](#)

Personal Project — Game Developer

March 2020 - March 2020

Truco Americano

- 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.
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Personal Project — Game Developer

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.
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OTHER EXPERIENCES

Mooby Tecnologia — Junior Android Developer

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.
 - Worked with MVVM.
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Academic Project — Web Developer

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.
- Worked with PHP, HTML and CSS.