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PROFILE   GAME DEVELOPER

Recruited as a high-performing developer. Master of self-learning. Versatile professional with an extensive portfolio of technical tools for clever analysis of problems with precise, efficient, and improved solutions.

Core Competencies: Programming | Game Development | Full Stack| Rendering | Memory and Performance Optimization | Game Security | Networking and Multi-Player concepts | Project Management | Technical Documentation | Multi-Disciplinary Collaboration | Mathematics | Physics | Game Design | Level Design

Technology: Unity | Unreal | C# | C++ | Git | .NET | PHP | Javascript | HTML | CSS | Java | Swift | React.js | Flutter | Python | Node.js | SQL Server | PostgreSQL | MySQL | Oracle | MongoDB | Azure | AWS | Firebase

Languages: English | Portuguese

EDUCATION

Digital Game Diploma | SENAC University Center | Sao Paulo, Brazil   Dec/2012
- Game Developer Intern | Microsoft Innovation Center | Apr/2011 – Dec/2012

Professional Development

Complete C# Unity Game Developer 2D | Udemy | Surrey, Brazil   Fev/2023

Complete Blender Creator: Learn 3D Modelling for Beginners | Udemy | Surrey, Brazil   Jan/2023

Unreal Engine 5 C++ Developer: Learn C++ & Make Video Games | Udemy | Surrey, Brazil   Jan/2023

Unity Essentials Pathway | Unity | Sao Paulo, Brazil   Aug/2021

Unity Junior Programmer | Unity | Sao Paulo, Brazil   Aug/2021

User Experience Design Essential Certificate | Udemy | Sao Paulo, Brazil   Jan/2021

English Language Training | Instituto Mindset | Sao Paulo, Brazil   Nov 2018 – Oct 2019

Software Development Fundamentals (C#) MTA Certification | Microsoft | Sao Paulo, Brazil   May/2011

RELEVANT WORK EXPERIENCE

Upskilling   Aug 2017 - Current

Game Developer - contract | Box2Box Studios | São Paulo, Brazil   May – Jun/2018

Project: Develop a turn-based puzzle (*Plano Infalível)* game for a design competition

Tools: Unity, C#, Git, Photoshop

Accomplishments:
- Placed 2nd as the smallest game studio entered; performed as the only programmer/developer on a team of 4
- Expertly consulted the original design to enhance feasibility and adoption of suitable character images
- Developed a flawless product by managing efficiencies to allow all bugs to be identified and fixed within competition timelines
- Contributed to building confidence and trust among the team to support smooth and united decision making
- Remained on target through effective project planning and a skilled daily assessment for needed adjustments

RELEVANT WORK EXPERIENCE

Full Stack Developer | Fluid27 | São Paulo, Brazil   Aug/2015 – Aug/2017
Project: A social networking service called *Mãeguru* to help mothers, pregnant and future mothers
                  to share experiences and advice.
Tools: C#, Java, .NET, Azure, Swift, Node.js, Firebase, AWS, Git.
Accomplishments:
  ● Resolved performance issues and enhanced overall users experience by identifying and executing a
    solution to replace the entire application with a change in code
  ● Maintained the integrity of the features of the old application as per the client's request
  ● Solved mixing and inconsistent data issues with an idea to replace the entire server
  ● Migrated and deployed all data from the older to the newer server within 2 hours applying
    expertise in how databases operationalize data.
  ● Led and coached a team of 5 in collaborative development using Agile frameworks like Scrum and
    Kanban for continuous delivery of new features.
  ● Provided technical direction to development teams to support successful delivery.
  ● Replicated the same base application for other fields of interest like veterinary (*Vetguru*) and
    dentistry (*Uniodonto*) because of the success of the *Mãeguru* project.

Technical Support, Web Developer, Designer - contract | FOHB | São Paulo, Brazil   Nov/2014 – Feb/2016
Project: Customized, Integrated, and Maintenance a *FOHB* system intended to help hotel chains
                  evaluate their competitiveness and follow sector trends.
Tools: C#, .NET, SQL Server, JavaScript, jQuery, Bootstrap, HTML, CSS, PHP, WordPress, Photoshop
Accomplishments:
  ● Redesigned, developed, and deployed a new website that was optimized, functional, easy to use,
    and responsive.
  ● Succeeded in meeting all requirements and expectations despite an extremely tight budget by
    managing efficiencies effectively, reducing billable hours

Software and Game Developer - contract | Innovation Center | São Paulo, Brazil   Apr – Aug/2014
Project: Build and make operational a *FOHB* system.
Tools: C#, SQL Server, JavaScript, jQuery, HTML, CSS, Unity, .NET, Azure
Accomplishments:
  ● Headhunted to save the project which was delivered on time resulting in being hired on by FOHB to
    support the system
  ● Assigned work to project members based on strengths and ability to maximize productivity; Filled in
    knowledge and skills gaps
  ● Mentored teams to assist in building capacity for future projects

Software Developer | Thomson Reuters | São Paulo, Brazil   Feb/2013 – May/2014
Project: Customized, developed, and implemented a legal system called *Webfull* and its successor
                  Next that helps companies to maintain, manage, and track their legal process.
Tools: C#, .NET, SQL Server, Oracle, JavaScript, jQuery, HTML, CSS

Front End Developer – contract | Cidade Viva | São Paulo, Brazil   Jul – Nov/2012
Project: *Cidade Viva* rewards recycling with a promo code offering discounts for all partner stores.
Tools: PHP, Smarty, JavaScript, jQuery, HTML, CSS
Accomplishments:
  ● Recruited and managed a high-performance team of 3 to develop the system and delivery on time.