# FABRÍCIO GUEDES

#### GAME PROGRAMMER

(12) 99750-8161 | fabricio-gf@hotmail.com | linkedin.com/in/fabricio-guedes-faria | bibicio.itch.io

### **ABOUT MF**

Name: Fabrício Guedes Faria

**Birthdate:** April 8th | 1997

**Nationality:** Brazilian

Adress: Rua 9 de Julho | São

Carlos, SP | 13560-560

## SKILLS

C# Unity (3y): Most familiar

C (1y): Data structures and low level

applications

Java (6mo): Learned for classes

Unity3D (3y): Most used engine Git (2y): Version control for every

project

Krita (ly): Image editing for games

Excel (1y): Data organization

Scrum (2y): Agile development in

game projects

**UML (1y):** Diagrams for organization Leadership (ly): Head and project owner of various game projects Teamwork (3y): Constantly part of

development as a team

## LANGUAGES

**PORTUGUESE** Native

**ENGLISH** Fluent

**SPANISH** Basic

**BRAZILIAN SIGN** Basic

LANGUAGE

## SUMMARY



- Dreams of working in the game development industry
- Wants to be part of one of the big, admired and respected companies
- In Sep. 2016 joined Fellowship of the Game (FoG), an academic group focused on researching and developing games, as programmer
- In July 2017 became leader of Human Resources at FoG, because of a big engagement in development teams and training/recruiting activitites
- In May 2018 was elected President at FoG, based on great care for the group, its members and new ideas for improvements
- Expierenced in game programming using Unity engine (C#), game design and agile development

### **EXPERIENCE**



Developer/Programmer

(2016 - Present)

**Human Resources** 

(2017-2018)

**President** 

(2018-Present)

## Fellowship of the Game | Academic game development group | São Carlos, SP

Maintain a healthy work environment inside the group, organize the Selection Process, provide internal integration events, take care of group finances, supervise the other departments, represent the group externally.

(2018)

Participant, Programmer Campus Mobile | National mobile development competition | São

Paulo, SP

Participated in a team of 3 with the entry Rewind Dungeon, an arcade strategy game.

**Lecturer** (2016-2018)

**Open Unity programming lectures** (various) | São Carlos, SP

#### **FDUCATION**



**Bachelor of Computer Science** (2015 - Present)

Universidade de São Paulo | São Carlos, SP