

# FABRÍCIO GUEDES

GAME PROGRAMMER

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## ABOUT ME

**Name:** Fabrício Guedes Faria  
**Birthdate:** April 8th | 1997  
**Nationality:** Brazilian  
**Address:** Rua 9 de Julho | São Carlos, SP - Brazil | 13560-560  
**Citizenships:** Brazilian and Italian

## OBJECTIVE

Internship in game development/programming

## SKILLS

**C# Unity (3y):** Proficient  
**C (1y):** Regular knowledge  
**Java (6mo):** Basic knowledge

**Unity3D (3y):** Proficient  
**Git (2y):** Proficient  
**Krita (1y):** Regular knowledge  
**Excel (1y):** Regular knowledge

**Scrum (2y):** Proficient  
**UML (1y):** Regular knowledge

**Leadership (1y):** Head and project owner in 3 development teams

**Teamwork (3y):** Productive member of 15 development teams

## LANGUAGES

PORTUGUESE Native  
ENGLISH Fluent  
SPANISH Basic  
BRAZILIAN SIGN LANGUAGE Basic

## SUMMARY

- Fabrício is determined to build his career in the game industry, preferably in one of the leading companies like Blizzard;  
- Taking his 8th semester in Computer Science at USP, one of the top universities in Brazil, he is fluent in English and experienced in game programming using Unity engine (C#), game design and agile development, having worked in the development of 15 games, in teams of 2-6 people;  
- He has been engaged for the last three years in an academic group focused on research and development of games, where he worked his way up to be elected president by his peers.

## EXPERIENCE

**President**  
(2018-Present)

**HR Leader**  
(2017 - 2018)

**Developer/Programmer**  
(2016 - Present)

**Programmer**  
(Jan-May 2018)

**Participant, Programmer**  
(Jan 2018)

**VR Programming Intern**  
(Summer 2017)

**Lecturer** (2016-2018)

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

Ensure members motivation and learning through short cycles of game development in small teams. In charge of: the selection process for new members, which led the group to grow from 40 to 80 members; finance; supervision over the 3 department leaders. [fog.icmc.usp.br](https://fog.icmc.usp.br)

**P8G Studios | Remote Work**

Player and camera behaviours on *Zombie Rescue*, an arcade strategy game

**Campus Mobile | National mobile development competition | São Paulo, SP**  
Participated as programmer in a team of 3 with the entry *Rewind Dungeon*, an arcade strategy game.

**Imersão Visual | VR Applications | São José dos Campos, SP**

Worked on various small tasks focused on learning VR development with Unity

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

## EDUCATION

**Bachelor Degree in Computer Science**  
(2015 - Present)

Universidade de São Paulo | São Carlos, SP - Brazil