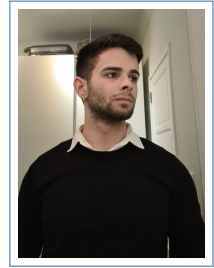


# Arthur Machado Wanderkoken

## Curriculum Vitae

Tv. do Fala-Só, n.11  
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📁 flockoloco.github.io  
Game programmer



*"Developing a game isn't as easy as they said" - Arthur Wanderkoken*

### Education

- 2018–2019 **Helpdesk / Technical support**, MasterD - Training center, Lisbon, GPA – P8.10.  
2019–2022 **Bachelor of Games and App development**, Faculty of Design, Technology and Communication, Lisbon, GPA – 14.

### Experience

#### Erasmus Program

- 2022–  
March/August **1 semester**, TH KÖLN UNIVERSITY, Cologne.  
Developed a 2D educational game made in Unity for windows PC, managed to achieve a good prototype by utilizing shaders and Yarn spinner extension.  
Work was done by following our client's requirements and Idea.

Detailed achievements:

- Learnt to work in a big team (4 designers, 3 artist and 1 programmer)
- As game programmer, my tasks were:
  - Install, set up and modify Yarn spinner extension
  - Unity shader
  - Scriptable objects for the team to use

### Computer Skills

- Basic Android Studio, Love2D  
Intermediate Unity, Unreal

### Programming languages

- Basic LUA, Javascript, HTML, Kotlin  
Intermediate C#, C++

### Languages

- Portuguese **Mothertongue**  
English **Intermediate**  
Dutch **Basic**

*Conversationally fluent*  
*Basic words and phrases only*

## Interests

- Cooking
- Gaming
- Travel
- Music
- Work out