

# Gabriela Bobra Carvalho

Bauru/SP

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29 years old | Brazilian

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I have a degree in Computer Engineering from UTFPR and have been in the game development area since 2020. My main skills and knowledge are game development in Unity using C#.

## EDUCATION

- Computer Engineering – June 2023  
Federal Technological University of Paraná - Cornélio Procopio/PR

## EXPERIENCE

- Hydra Games - Florianópolis/SC  
Game Developer - from 06/2023 – Until now  
***Main activities: Game programming, arts integration, integration of visual and sound effects, creation of simple animations, code review, optimization, testing and profiling.***
- Hydra Games - Florianópolis/SC  
Unity Developer - from 08/2022 to 06/2023
- Yellow Panda Games - Balneário Camburiú/SC  
Game Developer - from 10/2021 to 08/2022  
***Main activities: Game programming, arts integration, integration of visual and sound effects, integration of SDKs, creation of simple animations, shaders, optimization, testing and profiling.***
- Yellow Panda Games - Balneário Camburiú/SC  
Junior Game Developer - from 02/2021 to 10/2021
- Yellow Panda Games - Balneário Camburiú/SC  
Game Developer Internship - from 08/2020 to 02/2021

## SKILLS AND TOOLS

- Languages: C#, Lua, TypeScript, JavaScript.
- Engines: Unity, CocosCreator, Unreal Engine, PlayCanvas, Construct.
- Experiences: AR, VR, WEB, Mobile, integration of tools and SDKs in Unity, programming basic shaders, Git.
- Project management: Scrum.
- Advanced English