

Gabriel Naves da Silva – Curriculum Vitae

Contact Information:

Email: gabri.navess@gmail.com

Phone(Brazil): (+55)61 9 8203-6932

Website: www.gabrielnaves.com

Linkedin: <https://www.linkedin.com/in/gabrielnaves>

Github: <https://github.com/gabrielnaves>

Education:

- Bachelor's Degree of Mechatronics Engineering at University of Brasilia, in 2018

Comfortable with:

- C, C++ and C#
- Unity Engine
- Lua
- LOVE
- Git

Some experience with:

- Unreal Engine
- Python
- Java
- HTML5 and CSS3
- Javascript

Languages:

- Portuguese: Proficient
- English: Proficient
- Spanish: Basic

Experiences:

- Internship at ITAE – Technological Innovations for Experience Environments*, from August 2017 to March 2018
- Creator of the YouTube channel *The Sunday Game Jam*, for which 8 games were developed in 24-hour marathons
- Participant in the Game Jam + 2018, with the game *Magic Girl Academia*
- Programmer for the mobile spin-off of the game *Freaky Flies*
- Won the 1st Mad Jam in June 2018, with the game *Da Carrim Nao Mah*
- Participated on the 40th Ludum Dare Compo, and created the game *Fireboy*
- Member of UnBall – Robot Soccer Team from January 2014 to December 2017
- Participated in the robotics competition LARC-CBR three times, on the years of 2015 to 2017, in the IEEE Very Small Size Soccer Category
- Participated in the Cotidiano Hackathon CAMP 1/2016 – Civic Hacking
- 2^o place at the Cotidiano Hackathon CAMP 2/2016 – Blockchain
- Participated in the Hackathon Globo 2017
- 2^o place at the Programming Marathon UnB/CIC 2015
- Participated in the first phase of the Brazilian ACM-ICPC programming contest three times, during the period of 2013 to 2015. Participated in the Brazilian finals on the year 2015
- Creator of Open FluidSim, the first open-source, multiplatform, fluid systems simulator

Other:

- Studied English at the Vancouver English Centre, Vancouver, in July 2011
- Studied English at the English School of Canada, Toronto, in January 2015

* translated from portuguese