

INTERN UNITY DEVELOPER

Gino Carlo Graciano Grippo
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ABOUT

Post graduated in System Development, developing games since 2019. I like to work as a team to solve problems creatively, always learning and using communication skills.

Passionate about videogames since I was 6 years old, I played hundreds of games of different genres and platforms since then. My experience as a long-term player allows me to better understand wich mechanics and features to use inside a game and decide what works or not.

SKILLS

- C#
- Unity
- SQL
- Python
- C++
- C
- Scrum
- Power BI

PROFESSIONAL CAREER

Procter & Gamble

Business Process Owner

Louveira, BR
Jan 2021–present

I am responsible for managing projects of digitalization and automation by bringing new ideas to the table and being a leader of a small team.

Technical School of Unicamp

Didact Support

Campinas, BR
Jan 2019–Dez 2019

I worked to support the technical teachers and help students during the classes, by using communication skills and team work.

EDUCATION

- System Analysis and Development Technology Bachelor's Degree (Unicamp 2022–2025)
- Mechatronics Technician (Technical school of Unicamp 2018–2020)

CERTIFICATIONS

- [Learn To Create A First Person Shooter With Unity & C#](#) (Unity – 2022)
- [Learn 2D Unity](#) (Udemy – 2022)

LANGUAGES

- English: Advanced
- Portuguese: Native
- Spanish: Basic

PORTFOLIO
