

Ricardo Bruno Ribeiro Gomes

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Portfolio: <https://gomes404.github.io/>

Professional Summary

Motivated and skilled Software Developer with hands-on experience in web development and game design. Proficient in HTML, CSS, JavaScript, and Unreal Engine, with a growing understanding of C++ and C#. Strong ability to design and develop user-centric solutions, demonstrated through web-based projects and game development. Adept in version control using Git/GitHub and a solid understanding of responsive design and UI/UX principles. Seeking a software development role where I can contribute technical expertise to develop scalable and efficient applications.

Technical Skills

- Programming Languages: JavaScript (Intermediate), C++ (Working Knowledge), C# (Working Knowledge), Ruby (Working Knowledge)
- Web Development: HTML (Advanced), CSS (Advanced), Angular.js (Beginner), Responsive Web Design
- Game Development: Unreal Engine (Experienced), Unity (Basic)
- Version Control: Git, GitHub
- Tools: Visual Studio, Unity, Trello, JIRA
- Methodologies: Agile, Scrum

Education

- Games Technology (BTEC Level 3) - Access Creative College, Sep 2018 - Aug 2019
- Focus: Game Design, Programming for Games, 3D Modeling, and Animation
 - Key Skills: Game production, visual effects, audio integration, project management.

Work Experience

Ramp Agent, DHL, Bristol (March 2023 - Present)

- Ensured efficient operational processes and developed workflow solutions.
- Applied teamwork and problem-solving skills to software development tasks.

On-Site Manager, FastUK Parcel (Self-Employed), Bristol (April 2022 - February 2023)

- Analyzed performance data to optimize operations.
- Applied problem-solving skills in software debugging and testing.

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Relevant Projects

- Portfolio Project 1: Web-Based Portfolio
 - Technologies: HTML, CSS, JavaScript
 - Designed and developed a fully responsive personal portfolio website. Demonstrated web development skills, including a blog section, and portfolio projects.
 - Implemented responsive design for optimal viewing across devices.
- Portfolio Project 2: Singleplayer Game Development
 - Technologies: Unreal Engine
 - Developed a simple singleplayer game using Unreal Engine.
 - Integrated UI features, and game mechanics.

Languages

- Portuguese (Native), English (Fluent), Spanish (Advanced), Italian (Basic)