

Gregório Benatti

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- Interests -

Work as an Game Developer, Software Engineer, FullStack Developer.

- Education -

FATEC – Technology University of São Paulo | 2016 - 2017
Bachelor in Analysis and System Development

São José dos Campos, SP

FATEC – Technology University of São Paulo | 2011 - 2013, dropped out.
Bachelor in Programming and Database Management

São José dos Campos, SP

ETEP – Everardo Passos Technical School | 2004 - 2006
High School Education - Technical Computing Formation

São José dos Campos, SP

- Experience –

Aquiris Game Studio | Since March 2017 - (working)
Software Engineer

Porto Alegre, RS

As a Software Engineer on Game Client using Unity3D and C# as a main development tool, I work developing new game features, fixing bugs, design new system, profiling to find/understand our game limits and help to improve the code. I also work with TDD, automate tests on devices and the continuous integration system, designing and creating solutions for tests, automation and continuous builds delivery for a NDA mobile multiplayer game.

Working with:

- Unity3D game development.
- C# Programming, improving game code and architecture quality.
- TDD, device tests automation, continuous integration.
- Integration with backend services, working on a multiplayer game.
- Jenkins, shell script, python, JetBrains IDEs like Rider and PyCharm, git, SQL.

OnSet Tecnologia/Johnson & Johnson | Since August 2016 - February 2017
Business Intelligence Consultant

São José dos Campos, SP

Working at Johnson & Johnson GTS Data Analytics Team developing and supporting the JNJ ITOps Data Lake, using the most up to date methods and technologies.

Developing and support the Ingestion framework, composed of several components like connectors, build tools, job managers and ingestion tools.

Working with:

- Cloudera Platform: Java, Scala, Spark Streaming, Spark SQL, Oozie, Sqoop, Hadoop, HDFS, Hive, Impala and Parquet files.
- Informatica PowerCenter.
- AWS, EC2, Machine Learning.
- Jenkins, shell script, python, IntelliJ, git, SQL.

Tapps Games | Aug 2014 - Aug 2016

São Paulo, SP

Game Developer/Tools Programmer

Development of mobile games based on CoronaSDK, coding in Lua. Support all released games, fixing bugs and create new features (game updates).

Working on production team, developing of tools to improve quality, speed and support to the development team, working with native code for Android and iOS.

Native development of Android plugins, iOS static libraries, integrating third party SDKs for Analytics, Crash logs, In-App purchase, games features, cloud save using google play services and iCloud API and new android notifications system.

Integration of iOS games with the new apple TV. Working close to google and apple to guarantee best quality.

Working with: Lua, CoronaSDK, Android, Java, Groovy, Gradle, iOS, C++, Objective-C, Windows Phone, GIT, Jenkins.

Ericsson Telecommunications | Jun 2013 - Jul 2014

São José dos Campos, SP

Software Developer

Development of Java code for an ERP and a CMS to telecom industry. Using development techniques like Continuous Integration, TDD, unit tests, pair programming, Scrum Agile methodology to guarantee code quality and continuous delivery to Ericsson's customers.

Working with: Java, JUnit, JSP, Eclipse IDE, Apache Tomcat, Oracle, GIT, Jenkins, Unix, VI.

- Languages -

English – Advanced

Portuguese – Native

- Computer Skills -

Continuous Delivery, Continuous Integration, Jenkins, GoCD, GIT, Unity3D, Love2D, CoronaSDK.

Languages like Javascript, Python, Lua, Bash, Java, Scala, C/C++, C#.

Agile Methodology - Scrum, kanban.