

GAME DEVELOPER

PROFILE

Programmer with passion for games, extremely motivated technology enthusiast. I trust my abilities to develop optimized code and to work as a team to find the best solutions. 5 years of experience in game development, using the Unity engine and the C# language.

CONTACT

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Dourados - MS

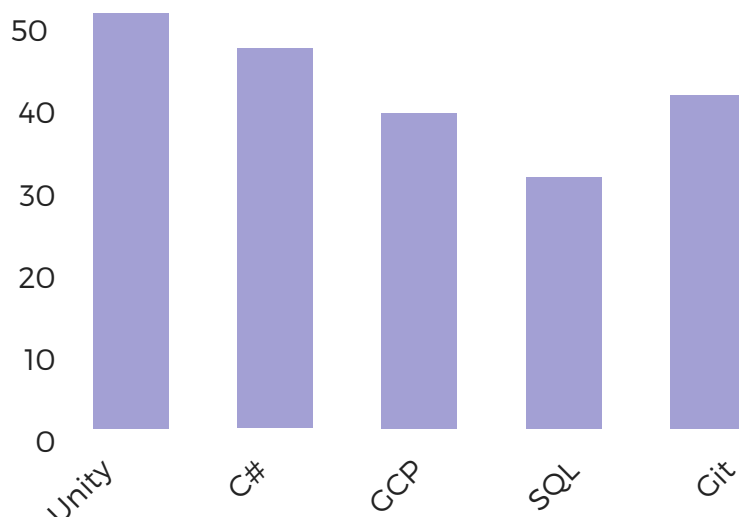
EDUCATION

- **IFMS Campus Dourados**
- Electronic Games Developer.
JUN 2017 - NOV 2017
- Technology of digital games.
FEB 2018 - DEC 2022

PROFESSIONAL EXPERIENCE

- **Federal Institute of Mato Grosso do Sul, Software engineer.**
NOV 2018 - NOV 2019
Responsible for programming the game "Eu no transito", a game in partnership with IFMS and AGETTRAN about traffic education.
- **Fiocruz, Software engineer**
MAR 2021
Intern programmer in the game Neighbor Hero, rpg that seeks to educate children about dengue fever.
- **ArtificiumStudio, Software engineer**
JUN 2020
Development of the Bloom game, a serious game in VR with the objective of teaching emotional skills to autistic people.

SKILLS



Advanced English level.
Experience in agile methods (kanban and scrum).