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

💼 https://jgnoschang.github.io

EDUCATION

IFMS Campus Dourados

JUN 2017 - NOV 2017
Electronic Games Developer.

FEB 2018 - DEC 2022
Technology of digital games.

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 AGETRAN 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 2O20

Development of 2 VR games. Bloom a serious game in VR with the objective of teaching emotional skills to autistic people. And other VR game Dentist Simulator, where you can feel how it is to be a dentist.

SKILLS

● With five years of experience in unity and c#, I have been using technologies and APIs like git hub, GCP, and AWS to make my games more interactable and more stable, two years of experience in VR and android development for oculus quest. I've been improving my knowledge in multiplayer and databank, have always tried to learn and develop my skills and be open to feedback and changes. also know PlasticSCM and Python.

● Advanced English level.

● Experience in agile methods (kanban and scrum).