

JONY PEIXOTO

Game Engineer | Computing Engineer | Hacker

Birthday 1996-08-08
Languages *Fluent:* Portuguese, English
Learning: Mandarin, Russian
Nationality Brazilian
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Github github.com/jonypeixoto

:: Education history

2020 - 2022

SENAI CETIQT (in Portuguese)
BSc in Chemical Engineering with focus on industry. I worked on variety of engineering projects in teams involving startups and programming.

2004 - Present

Other languages (Self-Taught)
Brazil - Focus of learn new languages to understand code programming in other countries

:: Work history

2020 - Present

Founder at CybertimeUP
Created the start up to develop an educational platform. Created logo, promotional materials and identity

2013 - 2015

Awarded in a national competition of Alfa Code (involving more than 5 Brazilian states)
A startup whose focus was to develop visual technology for apparel.

2021 - Present

VFX & Editing Videos
Various video projects for promotion of events and volunteer activities. Organization of events and communication with local business with aim of improving youth environment.

2021 - Present

Co-founder of Experience Media
Partner in small freelance company. Responsible for accounting, business, branding and other related tasks.

Engineering & Programming

I have what it takes to research, design, gaming and hacking in more than 100 projects on the GitHub profile and other initiatives I am able to implement on projects according to the proposal presented to the team. Despite extensive experience in languages. My current focus is XR technologies: VR, AR, MR and Web X.O. I am goal oriented drawing motivation from creation of all kinds, able to work independently or as a part of a team.

:: Skills

Design: Photoshop After Effects Premiere Illustrator
Operational Systems: Windows MacOS Linux
Other versions involving Linux
Webdev: JS jQuery NodeJS React
Languages: PHP Python JavaScript Matlab C C++ C#
Softwares: Visual Studio Code CMDer GitHub Desktop

Other: I solve and create technology solutions

Game Engineering & Game Design

I have been working with Adobe software since and there isn't a week where I don't make something - whether its a sketch for a technical project, website, or a poster for a local event.

:: Skills

Gaming: Java Unity Unreal Engine Blender
GameMaker Studio 2 Godot Eclipse Paint.net
Itch.io LibGDX Construct3 Gimp Lospec
Inkscape Piskel PixelEdit Xbox Steam Google Play
App Store Playstation Store Origin Aseprite DragonBones

Recent Projects

Experience Videos (branding, VFX & design)
Experience Media (identity, promo, website, management)
EVEX Club (logo, posters, landing page)
CybertimeUP (programming, logo, website, operations)
Alfa Code (national startup awards on college)
JonyPeixoto (branding & networking)
GitHub Projects (Coding in PHP, JavaScript)
YouTube (tech content creator)
Ethical Hacker & XR (VR, AR, MR) (on GitHub Profile)

Partial design portfolio at Behance.net/ExperienceMedia. Open Source projects available at github.com/jonypeixoto. Other designs, drawings, reports, and schematics provided upon request.