

Leonardo Medeiros

Game / Mobile developer

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[Github](#)

[Website](#)

[Linkedin](#)

EXPERIENCE

Bodh Gaya Communication — *Auxiliary Programmer*

JANUARY 2011 - DECEMBER 2011

Development of websites and blogs using Joomla and e-commerce using Magento.

GameBlox Interactive — *Game Programmer*

FEBRUARY 2012 - MARCH 2014

Development of games for web and mobile, using Unity3D.

Vuziq — *Back-end developer ASP.NET*

OCTOBER 2014 - APRIL 2015

Maintenance of server for mobile applications. Development REST applications and web services for mobile apps using ASP.NET.

Agroshop — *PHP Programmer*

JANUARY 2016 - SEPTEMBER 2016

Maintenance of e-commerce using PHP and Magento.

LandOfZorth — *Game Programmer*

JANUARY 2017 - AUGUST 2017

Development of mobile games, using Unity3D.

Capsat / Irvem — *Mobile Front-end developer (Android/Java, iOS/Swift and Kotlin/multiplatform)*

OCTOBER 2017 - SEPTEMBER 2019

Development of a TNC native mobile app for Android and iOS.

Provincia Studio — *Game Programmer*

JANUARY 2018 - APRIL 2018

Development of a level editor for the game Josh Journey: Totens of Darkness.

SKILLS

- Git
- Unity3D
- Game Development
- Front-end Web and Mobile
- Angular 2
- IONIC
- Cordova
- C#
- TypeScript
- Java (Android)
- Firebase
- Kotlin
- Swift

PROJECTS / PORTFOLIO

Projects/Portfolio: [link](#)

ARTICLES

“Sobre Largar o Emprego para Desenvolver Jogos Próprios: A Jornada de um Desenvolvedor Goiano”: [link](#)

“Criando um jogo do zero: o desenvolvimento de TILL DEATH”: [link](#)

LANGUAGES

English, Portuguese

nKey — *Mobile Developer*

NOVEMBER 2019 - PRESENT

Development of mobile apps, Android and iOS.

EDUCATION

Pontifical Catholic University of Goias (PUC-GO)

JANUARY 2010 - JUNE 2014

Bachelor in Computer Science

WiseUp

MARCH 2012 - JANUARY 2014

English