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<located in>

Porto Alegre/RS - Brazil

<academic degree>

Game Design Technologist
at Feevale University
(2021)

<Languages>

Portuguese (native)
English (advanced)

<Knowledge>

JavaScript
CSS3
C#
NodeJs
Java
HTML5
Bootstrap
React
Notion

Luís Felipe de Ávila e Silva

<Developer> <Node JS>

<Professional Experience>

HAPPY CODE

Role: Programming and modeling teacher - Teaching Children and pre-teens programming, creation and modeling for games

Date period: January to June 2021 (5 months)

Local: São Leopoldo/RS - Brazil

FEEVALE UNIVERSITY LAB

Role: Programming Monitor

Date period: March to November 2019 (9 months)

Local: Novo Hamburgo/RS - Brazil

<Qualifications>

GAME DESIGN DOCUMENT (GDD): HOW TO CREATE, ORGANIZE AND USE.

Date period: January 2021 (1 month)

Local: São Leopoldo/RS - Brazil

BASIC DRAW

Date period: March to July 2017 (6 months)

Local: Novo Hamburgo/RS - Brazil

GAME DESIGN - THE REVOLUTION

Professor: Felipe Dal Molin

Date period: January to February 2018 (2 months)

Local: Porto Alegre/RS - Brazil

PLAYER BEHAVIOR AND PSYCHOLOGY APPLIED TO GAMES

Date period: June to July 2019 (1 month)

Local: Porto Alegre/RS - Brazil

ELECTRONIC GAMES DEVELOPER

Date period: February to July 2017 (6 months)

Local: Porto Alegre/RS - Brazil