

Pablo Ernani Nogueira de Oliveira

Computer Science Student

Computer Science Student interested in Software Engineering and Game Development, specifically Gameplay Programming, looking for an opportunity to expand skills and gain valuable real-world experience.

Work History

2021-09 - Undergraduate Research Scholar

2022-09 *University of São Paulo, São Carlos, SP*

- Original Project Name: "Reconectando pela Neurociência: uma proposta de resgate do vínculo escolar e melhora da aprendizagem para adolescentes em conflito com a Lei."
- Responsible for developing an educational game with the proposal to rescue the school bond and improve learning for adolescents in conflict with the Law.

2020-03 - Unity Game Developer

Current *Fellowship of the Game USP, São Carlos, SP*

- Responsible for implementing features in many areas of game development such as Gameplay, Audio, Animation, and UI.
- Helped to create and develop important aspects of game design in projects.
- Helped the organization of events held by Fellowship of the Game.

2022-05 - Unity 3D/C# Programmer Intern

2022-08 *Zoyd Games*

- Responsible for implementing features in areas such as Gameplay, Animation, and UI, using Unity Engine.

2022-09 - Game Programmer Intern

Current *Umbu Games*

- Responsible for developing features in areas such as Gameplay, Animation, Graphics, Audio, AI, and UI, using Unity and Unreal.

Contact

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LinkedIn

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Portfolio

<https://pabloolvr.github.io/>

Technologies

Unity

●●●●●
Excellent

C, C++, C#

●●●●●
Excellent

Unreal Engine

●●●●●
Good

Python

●●●●●
Good

Java

●●●●●
Good

Education

2019-01 - **Bachelor of Computer Science**

2023-12 *University of São Paulo, São Carlos, SP*

Languages



