PABLO OLIVEIRA

pablo.nog.olvr@gmail.com | São Carlos/São Paulo/Brazil

Game Programmer with 2 years of experience focusing on Gameplay Programming.

Education

University of São Paulo, Instituto de Ciências Matemáticas e de Computação

Jan 2019 - Dec 2023

Bachelor of Computer Science

Socials

Portfolio: pabloolvr.github.io

LinkedIn: linkedin.com/pablooliveira

Github: github.com/pabloolvr

Skills

Programming Languages: C, C#, C++, Python, Java, Javascript, SQL

Languages: Portuguese (fluent), English (fluent), Spanish (A2 level)

Technologies: Unity, Unreal Engine 4-5, Git, Playfab, Photon Unity Networking, Latex,

Photoshop, Blender, MongoDB

Work Experience

Game Programmer Intern

Sep 2022 - Present

Umbu Games

- Implemented and fixed features in several areas such as Gameplay, Animation, Graphics, Audio, UI, Backend with Playfab and other game systems using Unity and Unreal Engine.
- Maintained and improved codebase of existing projects.

Unity 3D/C# Programmer Intern

May 2022 – Aug 2022

Zoyd Games

 Worked in three different projects implementing features in several areas such as Gameplay, Animation, Networking and UI using Unity Engine.

Unity Game Developer

Apr 2020 - Apr 2022

Fellowship of the Game, University of São Paulo

- Assisted in outreach group development activities by writing code in many areas of game development such as Gameplay, Audio, Animation, UI and AI.
- Helped create and develop important game design aspects in projects.
- Helped the organization of events held by Fellowship of the Game.

Undergraduate Research Scholar

Sep 2021 – Sep 2022

University of São Paulo, Instituto de Ciências Matemáticas e de Computação

- Original project name: "Reconectando pela Neurociência: uma proposta de resgate do vínculo escolar e melhora da aprendizagem para adolescentes em conflito com a Lei."
- Designed, prototyped, and implemented an educational game with the proposal of rescuing the school bond of adolescents in conflict with the Law by teaching how to recognize and deal with emotions.