

# 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

### Address

São Carlos, São Paulo, Brazil

### Phone

55 34992400070

### E-mail

pablo.nog.olvr@gmail.com

### LinkedIn

<https://www.linkedin.com/in/pablo-oliveira-6508b9175>

### 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

