

# 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 the development of a 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, UI and AI.
- 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, 13560049

### Phone

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### E-mail

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### LinkedIn

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

### WWW

<https://github.com/pabloolvr>

## Skills

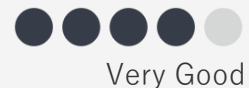
Game prototypes, Coding  
Skills



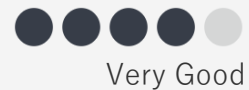
Coding Skills



Analytical Skills



Maintenance & Repair



Gaming Design



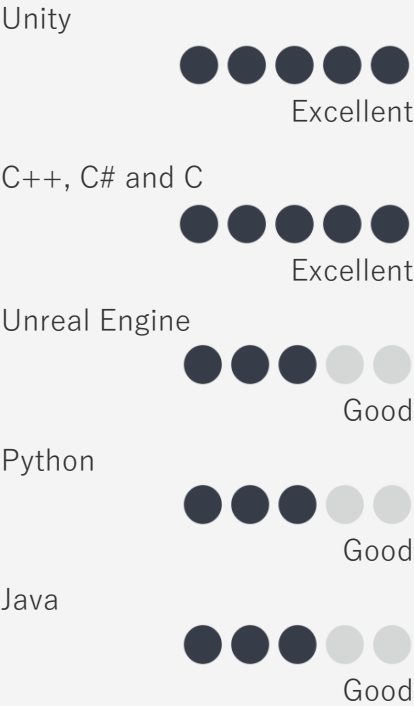
# Education

2019-01 - **Bachelor of Computer Science**  
2023-12 *University of São Paulo, São Carlos, SP*

# Projects

- Pet’s Rules:  
<https://umbugames.com/portfolio-items/pets-rule/>
- Quiz game project in Portuguese:  
<https://github.com/pabloolvr/QuizEduca>
- Game developed as a training project at Fellowship of the Game:  
<https://fog-icmc.itch.io/deepocean>
- Racing game with battle royale elements developed at Fellowship of the Game  
<https://github.com/FellowshipOfTheGame/MadMaxBR>  
<https://fog-icmc.itch.io/tropical-runners>
- Horror game with sci-fi elements made with Unity:  
<https://jhouuplzza-icmc.itch.io/lost-on-tenebris>
- Simple Tower Defense game made with Unity:  
<https://github.com/pabloolvr/TowerDefense>

# Software



# Languages

