

CV for the job:

Programmer



www.linkedin.com/in/patrickpissurno



Education

Institute: Colégio Estadual José Leite Lopes – NAVE

Course: Digital Game Programming

Duration: 2014 – Present

Institute: Ibeu – Instituto Brasil-Estados Unidos

Course: English Language **Período:** 2013 – Present

Patrick Pissurno

Idioms

ENGLISH

Escrever Falar

Ouvir

PORTUGUESE (native speaker)

SKILLS/expertise

Word

Excel

Prezi/PowerPoint

Unity

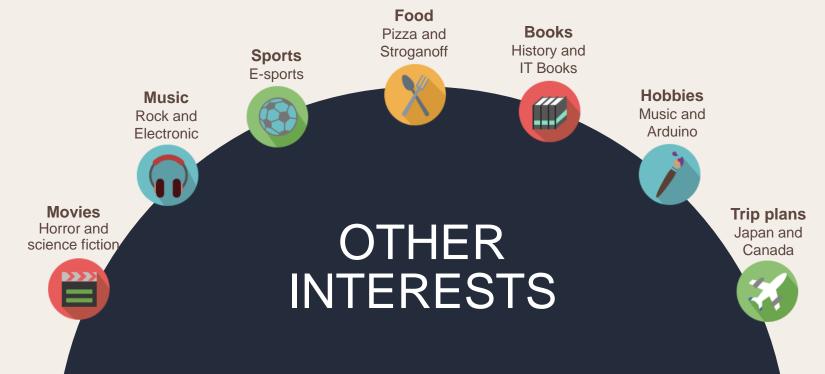
Javascript

Visual Studio

C#

MySQL

Python



ADVANTAGES



I've been studying and applying, in all my software development, the Test Driven Development techniques and the Continuous Integration techniques. I also have experience in Git source control – both GUI and bash (shell).



Game Programming

I developed games in Javascript (*Canvas*), GameMaker: Studio and Unity Engine(*C#*) – both 2D and 3D. I have experience with complex AI systems (for games), including *Pathfinding* algorithms. I also have experience with mobile and social games (Facebook API integration).



Easy learning

I always try to keep myself updated about the new technology and market trends. Because of this, I'm always studying new and different ways about how to program. I'm self-taught and for me it's easy to learn new things.



COURSES



Programming for Everybody (Python)

Duration: 01/2015 - 04/2015

Professor: Charles Severance **Institute:** University of Michigan

Course programm:

Why we program?; Variables and Expressions; Conditional code; Functions; Loops and Iteration; Strings; Files; Lists; Dictionaries; Tuples; Regular Expressions.



NAVE Mentoring

Duration: 01/2015 – 07/2015

Professor: Fabio Campos; Leonardo Gadelha

Institute: Oi Futuro e CEJLL - NAVE

Course programm:

Bring IT market experts to analyse and help the development of a game/app. The course addressed the most important aspects of the development like: design, marketing and also some legal aspects.