Patrick Pissurno

CV for the job:

Programmer

www.linkedin.com/in/patrickpissurno

Website: http://patrickpissurno.github.io

Age:
16 years old

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Av. Alfredo Baltazar da
Silveira, 419
Recreio – Rio de
Janeiro, RJ, Brazil

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

Idioms

ENGLISH

Ler ★★★★★
Escrever ★★★★★
Falar ★★★★☆
Ouvir ★★★★★

PORTUGUESE
(native speaker)

SKILLS/expertise

Word ★★★★★
Excel ★★★★☆
Prezi/PowerPoint ★★★★★
Unity ★★★★★
Visual Studio ★★★★★
Javascript ★★★★★
C# ★★★★★
Python ★★★☆☆
MySQL ★★★★☆

OTHER INTERESTS

Movies
Horror and science fiction

Music
Rock and Electronic

Sports
E-sports

Food
Pizza and Stroganoff

Books
History and IT Books

Hobbies
Music and Arduino

Trip plans
Japan and Canada

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ADVANTAGES

Experience in TDD and CI

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.