

# Francisco de Paiva Marques Netto

## Software Engineer

### Address

Rua Francisco  
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### Contact

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### Portfolio & Git

pvnnetto.com  
github.com/pvnnetto

## Objective

Self-motivated IT professional with knowledge in web and game development technologies, seeking a position that allows me to learn new things and use my abilities to help people.

## Experience

06/18 - 06/19 **Scientific Initiation**

[Universidade Federal do Rio Grande do Norte](#)

Design and development of reinforcement learning algorithms for a Starcraft II agent using Python and some of its machine learning libraries, such as Tensorflow and Keras.

## Education

2014 - 2018 **Bachelor's Degree in Information Technology**

[Universidade Federal do Rio Grande do Norte, Brazil](#)

Main subjects: Programming, Mathematics, Computer Science, Software Engineering, Data Structures, Algorithms, Web and Game development.

## Skills

### Programming knowledge:

- Experience with JavaScript, C#, Python and C++.
- Experience with front-end technologies such as HTML, CSS, ReactJS, Redux, Webpack, SCSS (SASS), Bootstrap 4 and NodeJS.
- Proficiency with Unity3D and Unreal Engine 4 for game development.

### Soft skills:

- Experience working with multi disciplinary teams, communication with artists, designers and programmers was part of my routine as an indie game developer.
- Fast learner with strong desire to learn new technologies.
- Well organized, I always prioritize the most important tasks at hand and have no problems dealing with deadlines.

### Languages:

- Portuguese mother tongue
- Advanced English (640 score on TOELF ITP - 2015)
- Intermediate French

January 4th, 2019

Francisco de Paiva Marques Netto