

Francisco de Paiva Marques Netto

Software Engineer

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Web & Git

pvnnetto.com
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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 environment.

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:

- I usually work with JavaScript, C#, Python and C++.
- Experience with front-end technologies such as HTML, CSS, ReactJS, Redux, Webpack, SCSS (SASS), Twitter Bootstrap and NodeJS.
- Proficiency with Unity3D and Unreal Engine 4 for game development.
- Some experience with Python and its machine learning environment.

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 TOELF ITP - 2015)
- Intermediate French

January 4th, 2019

Francisco de Paiva Marques Netto