

# Rafael Araújo Amorim

Brazilian, 20 years

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## Formation

Graduating in Information Systems - Unifacisa, completion scheduled for 2022.

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## Professional Experience

- January/2018 at January/2018 - Global Game Jam (GGJ)  
Project: Crush Valley  
Description: game made in 3 days at GGJ, headquartered on Unifacisa. A game with theme specified in the GGJ (Broadcast). It was developed simulate pulse transmission between platforms.
  - January/2018 a June/2018 - Unifacisa  
Project: Academic monitoring of basic programming (Python3)  
Description: Academic monitoring of basic programming with the students of the course of digital games in the first half of college.
  - June/2019 at June/2019 - Unifacisa  
Project: Front-End training  
Description: An preparatory course for beginner developers at front-end;
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## Qualifications and Extras activities

- Intermediary English, Native brazilian portuguese;
- Familiarization with scrum methodology;
- basic experience in C#, Python3, Java, JavaScript, HTML5, CSS3, Angular 7, PHP.
- basic experience in Unity e Construct2.
- basic experience in Photoshop, Illustrator, Blender.
- Front-End e Back-End training offers by Unifacisa.