

# Rodrigo M. Bukowitz

## MOBILE

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## GITHUB

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## WORK EXPERIENCE

- Feb 2018 - Dec 2019

IOS DEVELOPER

Apple Developer Academy

Developed applications for iOS together with multidisciplinary groups. Focused on entrepreneurship and product development, from the creation process to the maintenance of the product.

- FakeOff, an application that aims to combat fake news through a community that judges them.
- Folklore Final, teaches players about Brazilian folklore through a game that connects the Apple TV to up to 8 iPhones.
- And the mobile game InnHell, that unites the tactical and roguelike genres, using several native iOS features adventure contextualized by the book "The Divine Comedy" by Dante Alighieri. "The Divine Comedy" by Dante Alighieri.

- Apr 2020 - Dec 2020

FullStack Developer

Startup Grana Capital

- Active participation in planning meetings and on the development of new product features.
- Development of the Grana Capital application front-end and other services, using React and React Native.
- Development of the back-end in Ruby on Rails.

- Sep 2020 - Today

Unity Programmer

Prisma Game Lab

- Collaboration with the ideation and prototype of the game since early stages of development.
- Development in Unity. Implementing mechanics, interfaces and graphic tools.
- Conducted tests and bugfixes throughout the project.

## EDUCATION

- Feb 2015 - Dec 2021

Computer Engineering with minor in Mathematics

at Pontifícia Universidade Católica - Rio de Janeiro (PUC-Rio)

## ADDITIONAL EXPERIENCES

- Mar 2017 - Oct - 2017

Supplementary Teacher and Teacher Assistant in the Social Project Dom Helder Câmara

The project assisted in the teaching of mathematics for children aged 9 to 10 years. I was part of the preparation of the classes, review of exercises, doubts sessions and in the execution of some classes.

- July 2018

Second place in the health cluster of HackingRio

HackingRio is one of the greatest Hackathons in Latin America, which occurs annually in Rio de Janeiro. Our awardwinning project was called "MEXA-SE" and was intended to fight against child obesity through augmented reality activities placed at famous spots in Rio de Janeiro.

- Oct 2018

Speaker at Rio Info

Rio Info is one of the greatest IT business events in Brazil. I spoke about project "MEXA-SE", a solution that aims to combat childhood obesity through activities in augmented reality.

- Oct 2019

Exhibitor at BRASIL GAME SHOW (BGS)

BGS is the largest gaming event in Latin America. The game InnHell was exposed at the indie avenue during the 5 days of BGS. I participated in the creation of the game, in the making of the stand, promotion, and explanation of the game. I also applied various tests and changes throughout the event.

## LANGUAGES

- PORTUGUESE - native
- ENGLISH - advanced

## TECHNICAL SKILLS

- Swift 2 years
- C/C++ 2 years
- C# 2 years
- SCRUM 2 years

## SOFTWARE SKILLS

- Xcode 2 years
- Unity 2 years