



📍 São Paulo, Brasil

## CONTACT ME AT

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## SKILLS SUMMARY



## AWARDS RECEIVED

- 📌 **Winner Startup One FIAP 2020**  
Startup that works as a decentralized urban network to reutilize organic waste into fertilizer.
- 📌 **Winner Challenge Bomesp-Fiap 2020**  
Solution for managing condominium meetings using blockchain.
- 📌 **Winner Challenge Crowdfunding 2019**  
Project to gather funds for a NGO dedicated to help children with disabilities.

# FELIPE BARREIRA

## UNITY DEVELOPER

### PROFILE

I am an Unity developer with with more than 5 years of knowledge in both 2D and 3D game development for mobile and pc games. I am also have experience in IT project management, mathematics and education.

### WORK EXPERIENCE

#### Unity Developer

S2P Edu | 2021 - Current

- Responsible for developing games aligned with design team;
- Maintenance of existing games and developing packages;
- Write tests for features and game mechanics;
- Improvement of workflow with tools and process updates.

#### Unity Developer

JustKrated | 2017 - 2021

- Project planning with detailed scope and schedule
- Developed core functionality using SOLID concepts in c#
- Developed games for mobile, creating scenes, interfaces, mechanics and animations in Unity

#### Class Mentor

OBMEP, PIC | 2014 - 2015

- Mentored students in solving problems
- Collaborated with other mentors
- Developed weekly activities for teachers

### EDUCATIONAL HISTORY

#### FIAP

IT Project Management | Jan 2019 - Dec 2020

- Studied project planning, governance, BI, marketing, business models and people management.
- Worked with various projects as well as developed a startup.

#### IME-USP

Mathematics Education | Jan 2010 - dec 2015

- Studied many applied concepts in calculus, algebra, geometry and statistics.
- Experience with teaching, organization and curricular planning.