Tiago Luna

Programmer. Game Developer.

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Address	Natal, Brazil

Profile

I'm a Full Stack Developer – with over 9 years of programming experience – and a passionate Game Designer. I'm very comfortable coding in Java, HTML/CSS, and C#, and also have good expertise with agile methodologies, TDD and CI/CD.

Technical Skills

Java

C#

HTML/CSS

SQL

Unreal

Unity3D

Javascript

Scrum

DevOps

Experience

IT Analyst, DATAPREV — 2014-Present
- Develop highly-scalable Java applications for the public sector of Brazil. Work in agile teams using Scrum, TDD, and continuous integration.

Software Developer, SIG Software — 2014
- Maintaining academic and administrative web applications using Java.

Full Stack Developer, Peggasus — 2010-2014
- Developing desktop, web and mobile commerce solutions.

Other experiences — 2007-Present
- Freelance Web Designer, Freelance Game Developer, Systems Analyst at Infotech, Trainee Developer at IFRN

Education

B.Tech. in Systems Analysis and Development — 2004-2008
NATAL, BRAZIL

Digital Game Development — 2016
NATAL, BRAZIL

Volunteer / Community Work

Writer and editor of an illustrated children's storybook for needy children, produced through crowdfunding — 2015

Collaborator in extension project focused on tabletop game design at IMD/UFRN — 2015-Present

Social Media

linkedin.com/in/tiagodeluna

github.com/tiagodeluna

twitter.com/tiago_luna

playyoufools.wordpress.com