



# Tiago Luna

Programmer. Game Designer.

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## Profile

An experienced full-stack developer and a passionate game designer. Very comfortable coding in Java, HTML/CSS, and C#, but having worked in several other languages, frameworks, and technologies.

## Technical Skills

Java	●●●●●
HTML	●●●●●
C#	●●●●●
SQL	●●●●●
SCRUM	●●●●●
Unreal	●●●●●
Unity3D	●●●●●
Photoshop	●●●●●

## Experience

IT Analyst, DATAPREV 2014-Present

- Developing software solutions for the public sector in Brazil, especially the Ministry of Labor and Social Security (MTPS).

Software Developer, SIG Software 2014

- Maintaining public service management systems and academic systems

Full-Stack Developer, Peggasus 2010-2014

- Developing and maintaining software solutions for the retail trade sector.
- Providing specialized customer support

Other experiences:

- Freelance Web Designer, Freelance Game Designer, Systems Analyst at Infotech, Trainee Developer at IFRN

## Education

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





Digital Game Development with Unreal 4 2016  
NATAL, BRAZIL

## Volunteer / Community Work

Writer and editor of a 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

	<a href="https://www.linkedin.com/in/tiagodeluna">linkedin.com/in/tiagodeluna</a>		<a href="https://twitter.com/tiago_luna">twitter.com/tiago_luna</a>
	<a href="https://github.com/tiagodeluna">github.com/tiagodeluna</a>		<a href="https://playyoufools.wordpress.com">playyoufools.wordpress.com</a>