

TIAGO GRIMALDI ROSSI

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EDUCATION

The University of Texas at Austin Bachelor of Science, Computer Science August 2018
Minor: Business Foundations, McCombs School of Business
Projected graduation date: May 2022
Overall GPA: 3.8
Relevant Coursework: Computer Architecture, Competitive Programming, Data Structures, Discrete Math for Computer Science, Matrices and Linear Algebra.

PROJECTS

Flying Home – github.com/tiagorossig/flyingHome – Spring 2020 - Present

- 2D platformer built in Unity. Published in itch.io.
- Worked in a team of five as a programmer. Created scripts in C# for character movement, platform detection, camera movement, enemy pathing, and projectile detection.

de;graded – <https://tiagoros.itch.io/degraded> – Fall 2019

- 3D puzzle game built in Unity. Published in itch.io.
- Collaborated in a team of six as a programmer. Developed scripts in C# for user interface, helped develop scripts for character movement and unique game interactions, and arranged character colliders to avoid bugs.

9inecones_game1 – github.com/tiagorossig/9inecones_game1 – Fall 2019

- Board game/card game built in Unity.
- Worked in a team of four as a programmer. Developed scripts in C# for card interactions and character pathfinding.

LEADERSHIP EXPERIENCE & ACTIVITIES

Electronic Game Developers Society – *Official Dev team member* – Fall 2019 – Present

- Building new games every semester with EGADS dev teams.
- Participated in two game jams.

BRASA – *Co-founder of UT Austin Chapter* – Spring 2019 - Present

- BRASA at UT Austin is a chapter of a large national organization.
- BRASA brings together students from the same roots and organizes social events.

Texas Product Engineering Organization (txproduct.org) – *Engineering team member* – Spring 2020 - Present

- Learning and applying full-stack development to create Psoar - <https://tinyurl.com/uerjfq>
- Using Flutter SDK for front-end connected to AWS backend (Lambda + DynamoDB).

Texas Convergent (txconvergent.org/buildteams) – *Personal Finance Technology team member* – Spring 2020 - Present

- Working on the FinTech semester-long project.

Machine Learning Data Science Club – *Participant* – Fall 2019

- Attended weekly one-hour workshops.

ADDITIONAL INFORMATION

Hard Skills: Proficient: Java, Unity
Learning: C, C#, Git, GitHub, Python, Flutter, Dart, CSS, HTML, Firebase, AWS.

Soft Skills: Dedication, adaptability, collaboration.

Languages: Fluent in English and Portuguese. Limited working proficiency in Spanish.

Events: Microsoft Build 2019, UT Game Jam 2019, Global Game Jam 2020, LeapHacks Hackathon.

Other interests: Weightlifting, Running, PC gaming.