

Vinícius Barros de Almeida Game Developer Professional Goals

Collaborate with the company and with the development team to deliver the best service, thus improving my skills and my English and gaining work experience.

Get in touch!

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Address:

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Languages

English:

Advanced

Espanish:

Basic

Portuguese:

Native

Specializations

- Adobe Photoshop
- Adobe Premiere
- Blender
- Microsoft Excel
- Microsoft PowerPoint
- Microsoft Word
- Unity

Portfolios

ArtStation:

https://www.artstation.com/nicin

Instagram:

https://www.instagram.com/nicin29/

Itch.io:

https://nicin.itch.io

GitHub:

https://github.com/uNicin/Portfolio.git

Academic Background

Higher Certificate | Digital Games Federal Institute of Rio de Janeiro - IFRJ Mar. 2019 - Feb. 2022

For 3 years I studied how the process of developing and publishing a game works. Among the subjects studied are: Animation, Game Design (in which I specialize), Programming, Management, and others.

Certified: https://drive.google.com/file/d/1-4YacTk3stJns_l8L6sO2V6nhScUt4jJ/view?usp=sharing

Certificates

3D Animation Production Federal Institute Sul-rio-grandense - IFSul

During this course I studied topics such as: Pipeline, Graphic Editor, Playbast, Blender and Maya Interface, and others.

Certified:

https://drive.google.com/file/d/1Y4lgIMLFk5t5jQrqfenCNBkf1R_Ru6 MQ/view?usp=sharing

General English - European Framework B2 ICOT College

Since March 2022, I came to Ireland to study and improve my English. I started in the "Intermediate" level, finished my first semester in the "Upper-Intermediate", and now I'm in the "Advanced" level.

Certified: https://drive.google.com/file/d/1vR-Yh-0oOt6XZv-0905qLNgavd8iGV2H/view?usp=sharing