

# VITOR BETMANN

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## Software Developer Intern

### ABOUT ME

A **York University Digital Media** student with a passion for **Game Programming** whose joy is coming up with projects to experiment new techniques. My background in **Mechanical Engineering** allowed me to develop **strong analytical thinking**, and my time as **Physics Tutor** helped me improve my communication skills.

### EDUCATION

**BA in CINEMA w/ MINOR in DIGITAL MEDIA** at York University (2021 - 2025)

- Specializing in **game development** and **computer graphics** (GPA: B)
- **Assistant-Lead** at the **Robot Sumo** branch of the Robotics Team.
- Member of the **Rover Team Software Department**.

**BS in MECHANICAL ENGINEERING** at Fluminense Federal University (2017 - 2019)

- Completed 130 credits toward graduation (GPA: B+).
- Interned at Mechanical Testing Lab assisting in CNC Machining processes.

### NOTABLE PROJECTS

**REMOTELY CONTROLLED TIC-TAC-TOE** - C++ (Arduino)

[github.com/vitorbetmann/Arduino-TicTacToe](https://github.com/vitorbetmann/Arduino-TicTacToe)

- A Tic-Tac-Toe game that displays the board on an LCD screen and lets the player use an infrared remote control to play against an **AI opponent**.
- On another display, the game communicates with the player (asks for input, shows the score, and displays sassy messages when it's winning or losing).

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**REMOTELY CONTROLLED TIC-TAC-TOE** (click for video) - C++/Arduino

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### WORK EXPERIENCES

**VIDEO PRODUCER INTERN** at MADE HUMAN STUDIOS (July 2024 - Present)

- Num sei quê, num sei quê shot list...
- Tem que enfatizar a shot list!!!
- Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat."

**PROGRAMMER** at YORK U ROVER TEAM (July 2024 - Present)

- As a Rover Software Team member, I write code in C++ and Python on ROS2 and

### SKILLS

**Programming Languages:**

Java, Python, **C/C++**, **C#**,  
JavaScript (+ HTML & CSS)

**Tools & Frameworks:**

Git, GitHub, **Fusion 360**, **Blender**,  
**Bootstrap**, **Flask**

**Engines and Libraries:**

**Unity**, **Unreal Engine 5**, **PyGame**,  
**OpenGL**, **Pandas**

**Office Software:**

Trello, Jira, **Excel**, **Word**,  
**PowerPoint**, **Project**

**Human Languages:**

English (fluent), Portuguese  
(native), **Japanese (beginner)**

### ACHIEVEMENTS

- **1ST Place** at York U 2024 Mini Robot Sumo Competition
- **1ST Place** at McMaster U 2024 Beginner Sumobot Competition

### TRIVIA

- I can do latte art
- I'm making a pocket card game inspired by my work as a barista
- Assassin's Creed II made me want to work with games, but Blacklist is my Ubisoft favourite
- I go nowhere without a book or my Nintendo Switch