

Vitor Betmann

Software Engineer

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OBJECTIVE

Programming Languages: C/C++, C#, Java, Python, JavaScript, HTML, CSS, SQLite, MySQL

EDUCATION

PUC Minas | Remote (Brazil)

Graduate Certificate in Software Engineering | Mar 2026 - Present

York University | Toronto, ON

Honours BA in Cinema and Media Arts | Sep 2021 - Jun 2025

- Specialized in interactive media with a focus on game and web programming
- Research Assistant for an Educational Game | Jan 2025 – Apr 2025
- Robotics Club Team Co-Lead | Apr 2024 – Apr 2025

TECHNICAL PROJECTS

Smile | Open-source 2D game development framework in C

Programmer | Jun 2025 - Present

Repository: github.com/vitorbemann/smile

- Developed an open-source 2D game development framework in C, compatible with macOS and Windows, featuring a state machine, particle simulation, and save modules.
- Applied test-driven development to build memory-safe, scalable modules, using them in personal game projects to validate performance and user experience.
- Created a command-line tool to auto-generate header and source files for new game states, replacing a repetitive 2-minute task with instant execution.
- Authored comprehensive API documentation and contribution guides to streamline onboarding and promote community collaboration.

Joanna's Diner | Cooking game in Unity/C# (university project)

Gameplay and tools programmer | Feb 2025 - Apr 2025

Itch: theojamm.itch.io/joannas-diner | Repo: github.com/tiffne/Joannas-Diner

- Say I designed a game based on my barista experience with a mouse-only control system
- Mention that I did playtests (good for qa)
- Co-architected the codebase and built gameplay systems (e.g., food crafting, inventory, customer logic) in collaboration with design and UI teams to align with the creative vision.

- Built a custom Unity editor tool using ScriptableObjects to streamline recipe creation, enabling non-programmers to quickly prototype and cutting iteration time by 60%.
- Delivered a polished vertical slice in 8 weeks and earned instructor praise for responsive controls, intuitive mechanics, and “great game juice.”

EXPERIENCE

York University (School of the Arts, Music, Performance & Design) | Toronto, ON

Research Assistant | Jul 2025 - Oct 2025 (3-month contract)

- Mention use of AI Built a database system using JavaScript, Google Forms, and Sheets to automate field placement data tracking, eliminating manual logging and centralizing student records.
- Collaborated with faculty to plan and organize the field placement program, aligning academic requirements with the students' professional development goals.
- Presented a webinar and led mentoring sessions to strengthen students' confidence in professional communication and self-presentation.

CMON Ltd. | Remote (Singapore)

Quality Assurance Board Game Tester | Nov 2024 - May 2025 (6-month contract)

- Conducted 120+ structured playtests, documenting actionable gameplay and UX feedback to improve balance and player experience.
- Tested characters, mechanics, and levels for both original IPs and expansions, ensuring consistency with existing systems and alignment with the designer's vision.
- Led final UI and localization QA on the demo of Dungeons of Shadowreach, reporting 30+ text and interface issues before release.

CERTIFICATES

Harvard University | Online

CS50's Introduction to Databases with SQL | Jan 2026

SKILLS

- Programming Languages: C/C++, C#, Java, Python, JavaScript, HTML, CSS, SQLite, MySQL
- Tools and Frameworks: Arduino, Bootstrap, CMake, Django, Git, GitHub, LLDB, Raylib, Trello, Unity
- Practices: CI/CD, OOP, QA, TDD, UI, UX, Version Control
- Spoken Languages: English (proficient, CLB 10), Portuguese (native)