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Objective: Programmer

Professional qualification

I'm a Programmer specializing in educational games and e-learning. Results-driven, self-directed analyst skilled in supporting, troubleshooting, and developing dynamic applications. I possess a combination of skills, experience and knowledge that can contribute for organizations game programming and development department.

Education:

Unity 3D - Game Designer at University PUC- 2012

Graduated in Game Designer at University Anhembi Morumbi-2011

Professional Experience

TOTV's- Since 2018

Position: Programmer Senior

- Responsible for developing E-learning Games, courses, websites and new features

Gestum- 2015-2017

Position: Programmer

- In charge of designing and developing courses and E-learning Games

Mentes Notáveis- 2014

Position: Programmer

- Focused on E-learning Games

Droid Digital Mídia- 2013

Position: Programmer

- Created games in flash(as3) using Kinect as well as Facebook applications

Pearson Education- 2012-2013

Position: Programmer

- Developed E-learning Games and Courses

Colorcube Games- 2011

Position: Programmer - Intern

- Implemented a new functions in Social Games Facebook and Orkut social games(as3);

Language:

Portuguese: (Native) and Japanese: Intermediate (N3)

Software skills: As2, As3, javascript, css, html5, Scorm 1.2, flixel, panda, Create JS, Starling 2D, Angular 6, Unity 3D