

# Yara Grassi Gouffon

[yara.gouffon@gmail.com](mailto:yara.gouffon@gmail.com)  
+55 11 98998-0437

Portfolio: <http://yaragg.github.io/en/>  
Code: <https://github.com/yaragg>  
<https://www.linkedin.com/in/yaragg>

**OBJECTIVE:** Seeking to gain experience in many areas of game development, including programming, game design and narrative design.

**EDUCATION:** **Rochester Institute of Technology** Rochester, NY  
**Bachelor of Science in Game Design and Development** GPA: 3.97/4.0  
Exchange student from the Brazilian Scientific Mobility Program (2015-2016)

**Relevant courses:**

Game Design & Development I & II	Rich Media Web Application Development
Foundations of Interactive Narrative	Digital Literature
Web Design & Development	Immersion Interaction and the Media Interface
Interactive Media Development	

**University of São Paulo** São Paulo, Brazil  
**Bachelor of Science in Computer Science, 2012 – 2017** Grade: 7.5/10

**Relevant courses:**

Introduction to Computer Graphics	Extreme Programming Lab
Computer Vision and Image Processing	Software Engineering
Concurrent Programming	Graph Algorithms
Artificial Intelligence	Calculus I – IV
Database Systems	Linear Algebra
Object Oriented Programming	Statistics I & II, Stochastic Processes

**EXPERIENCE:** **PushStart** São Paulo, Brazil  
**Game Developer** 2018 – present  
**Game Development intern** July 2017 – December 2017

**Projects:**

**Luna's Lab:** game made in Unity for Android and iPhone. Fixed bugs, polished gameplay, added sounds and implemented game telemetry using GameAnalytics.

**MIND Research Institute's ST Math:** math games made in JavaScript (ES6) for computers and mobile. Programmed games from start to finish following MIND's specifications, fixed bugs and polished games.

**SKILLS:**

<b>Programming languages:</b>	HTML5, CSS, JavaScript, Java, C, PostgreSQL, Processing, Perl, C#, Python, LaTeX, WebGL
<b>Software &amp; Frameworks:</b>	Git, Phaser, Twine, Unity, RPG Maker XP/VX Ace, Construct 2, Photoshop
<b>Foreign Languages:</b>	Fluent Portuguese and French, basic Spanish, beginning Japanese
<b>Other:</b>	Strong musical background (8 years violin/3 years piano classes), artistic background (4 years drawing classes), Arduino, agile programming, Linux

**PROJECTS:**

- *Project Hades:* a prototype system for the São Paulo Municipal Funerary Service. Was a member of a team of 8 people that used Extreme Programming methodology, and was involved in both front & back end development.
- *We Only Missed the Bots:* a 2015 Global Game Jam project developed in Construct 2. Managed a team of 4 people, programmed and picked the soundtrack.
- Built a browser-based topdown shooter with the Phaser JavaScript framework.
- Made a simple shooting game that is controlled by an Arduino-powered 'magic circle' drawn on a sheet of paper. You can touch the elements on the circle to shoot elemental spells.