

# Yara Grassi Gouffon

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

**OBJECTIVE:** Seeking co-op or internship 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**

Started 2012; Expected December 2017

**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

**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 chose the soundtrack.
- Implemented a 3D world in Unity with Flocking, Leader Following and Path Following.
- Built a browser-based topdown shooter with the Phaser JavaScript framework.
- *Robot Wars*: a basic virtual machine that compiles user-created code in a DSL and simulates robot battles. This was a pair project developed in Java with JavaCC.
- Developed an AI for PacMan that eats food and flees from ghosts. Coded it in Python during my Artificial Intelligence class.
- 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.

**HONORS/ACTIVITIES:**

- Made the Fall 2015 and Spring 2016 dean's list at the Rochester Institute of Technology.
- Undergraduate Research internship at the Illinois Institute of Technology.