CV Gameplay Programmer

Contact Information

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Studying Programming at The Game Assembly and looking for internship between:
September 2020 – April 2021

I've always been interested in computer games and the creative expression involved in their making. On the lookout for opportunities to contribute, share and learn.

Education

2018.08 – Ongoing	Game Programming, Malmö, The Game Assembly Concluding my studies to receive a Higher Vocational Education Diploma in Game Programming
2010.01 – 2012.06	Game Development, Rio de Janeiro, Estácio de Sá University General game development education, a little bit of everything
2008.01 – 2009.06	Graphic Design, Rio de Janeiro, Federal University of Rio de Janeiro One and a half year of graphic design. I learned about layouts, readability, art history, and had some experience in workshops
2006.01 – 2007.01	Computer Engineering, Rio de Janeiro, Federal University of Rio de Janeiro Studied a lot of basic engineering (calculus, physics, electronics) and some programming in C++ and Python

Work life Experience

2013.01 – 2013.12	Computer Technician, Fulltime, Rio de Janeiro, Detect Informática I was responsible for fixing, maintaining and updating computers, both hardware and software
2019.05	Volunteer, Nordic Game Conference 2019 I was a volunteer in the wardrobe, taking and returning coats and suitcases, and helping keeping everything organized

Languages

English – Fluent
Portuguese – Fluent
Swedish – Limited working proficiency

Skills

C++ ●●●●○
Unreal ●●●○○
C# ●●○○○
Lua ●○○○○