FABRÍCIO GUEDES

GAME PROGRAMMER

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ABOUT ME +

Name: Fabrício Guedes Faria
Birthdate: April 8th | 1997
Nationality: Brazilian
Adress: Rua 9 de Julho | São Carlos, SP - Brazil | 13560-560
Citizenships: Brazilian and Italian

OBJECTIVE +

Internship in game development/ programming

SKILLS +

C# Unity (3y): Proficient
C (1y): Regular knowledge
Java (6mo): Basic knowledge

Unity3D (3y): Proficient
Git (2y): Proficient
Krita (1y): Regular knowledge
Excel (1y): Regular knowledge

Scrum (2y): Proficient
UML (1y): Regular knowledge

Leadership (1y): Head and project owner in 3 development teams

Teamwork (3y): Productive member of 15 development teams

LANGUAGES +

PORTUGUESE   Native

ENGLISH   Fluent

SPANISH   Basic

BRAZILIAN SIGN LANGUAGE   Basic

SUMMARY +

 - Fabrício is determined to build his career in the game industry, preferably in one of the leading companies like Blizzard;
- Taking his 8th semester in Computer Science at USP, one of the top universities in Brazil, he is fluent in English and experienced in game programming using Unity engine (C#), game design and agile development, having worked in the development of 15 games, in teams of 2-6 people;
- He has been engaged for the last three years in an academic group focused on research and development of games, where he worked his way up to be elected president by his peers.

EXPERIENCE +

President
(2018-Present)

HR Leader
(2017 - 2018)

Developer/Programmer
(2016 - Present)

Fellowship of the Game | Academic game development group | São Carlos, SP
Ensure members motivation and learning through short cycles of game development in small teams. In charge of: the selection process for new members, which led the group to grow from 40 to 80 members; finance; supervision over the 3 department leaders. *fog.icmc.usp.br*

Programmer
(Jan-May 2018)

P8G Studios | Remote Work
Player and camera behaviours on *Zombie Rescue,* an arcade strategy game

Participant, Programmer
(Jan 2018)

Campus Mobile | National mobile development competition | São Paulo, SP
Participated as programmer in a team of 3 with the entry *Rewind Dungeon* , an arcade strategy game.

VR Programming Intern
(Summer 2017)

Imersão Visual | VR Applications | São José dos Campos, SP
Worked on various small tasks focused on learning VR development with Unity

Lecturer (2016-2018)

Open Unity programming lectures (various) | São Carlos, SP

EDUCATION +

Bachelor Degree in Computer Science (2015 - Present)

Universidade de São Paulo | São Carlos, SP - Brazil