

João Victor Ramiro

Developer and Computer Science graduate

My main objective is to broaden my theoretical and practical knowledge in order to develop robust and efficient projects. I consistently work to contribute to my team.

Betim, Minas Gerais - Brazil

+55 31 97147-3366

jvictor.privado@hotmail.com

Nationality: Brazil

EXPERIENCE

Yaw Studio, Remote — *Game Programmer*

October 2023

Game Development working as a General Programmer in Unity

Dumativa, Remote — *Game Programmer*

February 2022 - January 2023

I worked as a Game Developer while working with General Programmer and Multiplayer Server

EDUCATION

Una, Betim — *Bachelor's degree in computer science*

July 2020 - July 2024

Study Computer Science with Projects and Assignments focusing on robust, clean and modular programming

PROJECTS

Cloud .NET API — *Linux / Google Cloud*

Team projects where I was responsible for the Backend API (Linux/Windows), host and maintenance in Cloud/Virtual Machine.

Hands of Wisp — *First Windows publication*

First release on Windows, action RPG style game published on the Steam Sales Platform.

Mobile Publications — *Android / Play Store*

Android application and game developments. Publications on Google Play Store platform.

COMPETENCIES

- Backend API
 - Version control
 - Gitflow
 - SQL and NoSQL
 - Servers and Virtual Machines
 - Good practices, communication and teamwork
 - Unity development
-

SKILLS

C# - Main Language
Python, Java, R
MySQL, Firebase
SQL and NoSQL Database
Game Programming

LANGUAGES

Portuguese - Native
English - Intermediary