UNITY DEVELOPER

João Paulo Mendonça Oliveira
Uberlândia-MG, Brazil
+55 (34) 99977-3915
joaopaulo_oli@hotmail.com

ABOUT

Graduated in computer science with extensive knowledge in Unity, C# and object-oriented programming. Proficient in Clean Code and Clean Architecture.

I began my professional career as a Systems Programmer, gaining knowledge and practices connected to the area of my fascination: game development, due to my passion for the RPG genre.

Extensive IT knowledge with a primary focus on working as a Unity Developer. My main projects include multiplayer, card, casual, minigames, and educational games. Apps development for platforms of mini-games and interactive books. Also created projects for web, PC, and mobile devices (Android and iOS).

SKILLS

- **C#**
- **Unity**
- Platforms: Android, iOS, Web e PC
- Multiplayer (Photon)
- Git
- Database (SQL, LiteDB, MySql, Firestore)
- API
- Firebase
- Scrum, Kanban
- ASP.Net Core
- HTML, JavaScript
- Php
- Angular

PROFESSIONAL CAREER

Poikilingo   Denmark, DK
Lead Unity Developer   Mar 2021–present
I have worked as Unity Game Developer in a company that created an innovative method (app) that helps children to learn languages through interaction with books, music, videos, and games, with a focus on encouraging children to take the lead, facilitating the learning process.
Main responsibilities:
- Optimization and maintenance of Mobile applications (android / iOS);
- Responsible for the development of tools to optimize the production of games including conception, development, coding and testing, estimation of task completion, and formalization of technical design documents;
- Troubleshooting code and bug fixing;
- Management of the Unity team (4 people) focused on monitoring demands and performance;
- Implementation of communication with API Aws;
- Use of agile methodologies, Scrum, and Kanban for project management ensuring deliveries within the expected scope, time, and investment

Poikilingo   Denmark, DK
Unity Game Developer (freelancer)   Jun 2020 – Jul 2020
I helped with the creation of mini-game templates, and a tool to facilitate content registration.

UNITY DEVELOPER / Freelancer
Unity Game Developer (freelancer)   Apr 2018– present
I offer outsourcing services and make our own games with Unity. I worked to large and medium size clients, national and international, with focus on architecture and development of games and projects for web and mobile. Implementation of communication with API Firebase / AWS. Development of multiplayer games using Photon. Agile practices (Scrum and Kanban) for project management

Holocards
Unity Game Developer (freelancer) Apr 2018– Nov 2020
I was responsible for creating and managing multiplayer architecture, and its implementation using Photon framework.
 Character connection system in the city, minigames.
Game created for the mobile platform.
Project developed for Startup Rio.

Cedro Uberlândia Brazil, MG
Unity Game Developer (freelancer) Apr 2018– Nov 2020
I was responsible for creating a card game and cardmaker. Multiplayer and multiplatform card games, mobile (Android), and web.

Instituto Alfa e Beto Uberlândia Brazil, MG
Unity Developer Apr 2016– Nov 2019
I worked acting as a developer of mini-games in a company that specialized in programs and materials for children in preschool, literacy, and other areas of elementary school.
 Game Design responsible for architecting and developing mobile apps contributing to the literacy process, and reading skills development.

Algar Telecom Uberlândia Brazil, MG
Developer Ago 2015– Apr 2016
I was the analyst responsible for the implementation of a new B2B fiber network monitoring system using the Zabbix tool. I also participated in the creation of a monitoring and alerting system front-end using Spring framework, communication with WSO2, Angular.
I used agile practices (Scrum and Kanban) for the project management.

Algar Telecom Uberlândia Brazil, MG
Trainee Jun 2012– Ago 2015
The beginning of my career working at Algar as an Intern with a focus on data collection and studies of php, javascript, Spring framework, Angular, Html, Css, Database systems, among others.

EDUCATION

- Compute Sciences (UNITRI 2011–2015)

CERTIFICATIONS

- Marketing Aspects of Games: Product x Consumer (Udemy – 2017)
- Engagement Techniques for Games, Audiovisual and Design (Udemy – 2017)
- Game Design Document (GDD): How to create, Organize (Udemy – 2017)

LANGUAGES

- English: Intermediate
- Portuguese: Native

EXTRA ACTIVITIES

- Global Game JAM 2015, 2016, 2017, 2019
- LDJam 38, 49
- Extra Credits Game Jam 4
- Ctrl Alt Jam 1

PORTFOLIO

https://jottap.github.io/