

Sthuary Gonzaga

UNITY DEVELOPER



WHY ME?

I always believed in the power of games. The power to transform and teach through fun.

I've been developing games since I was a kid, I already knew what I wanted, at a time when the game developer career did not exist in Brazil.

Now I want to be part of a quality team by adding the knowledge I received from college, startups and groups of friends.

CONTACTS

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PROFESSIONAL SKILLS

Unity	● ● ● ● ● ○ ○
Unity C#	● ● ● ● ● ● ○
Javascript	● ● ● ● ● ○ ○
HTML/CSS	● ● ● ● ● ● ○
Adobe Photoshop	● ● ● ● ● ○ ○
Adobe Flash	● ● ● ● ● ○ ○
Adobe Illustrator	● ● ● ● ○ ○ ○
Adobe InDesign	● ● ● ● ● ○ ○

LANGUAGES

Portuguese	● ● ● ● ● ● ●
English	● ● ● ● ● ○ ○
Spanish	● ● ○ ○ ○ ○ ○

WORK EXPERIENCE

YEARS

WHERE

2015 / 2016

UNITY DEVELOPER at Tilt Machine Game Studio

♥ Rio de Janeiro, RJ

During the time I was there, we worked on Mr. Avalanche game, for IOS and Android. I was responsible for all the logical part of the development, creation of gameplay, advertising, purchases, etc.

2010 / 2014

DEVELOPER at Apoio - Engineering and Technology

♥ Rio de Janeiro, RJ

Responsible for the development sector. Creation and maintenance of systems and applications.

2013 / 2014

WEB DESIGNER at ClickSoft

♥ Rio de Janeiro, RJ

Responsible for creating and maintaining websites, layouts, creation of Flyers, Banners, Bulletins, emails marketing and others.

2012 - 2013

WEB DESIGNER at Republic Museum

♥ Rio de Janeiro, RJ

Responsible for the layout and maintenance of the Museum's website and creation of Flyers, Banners, Bulletins and others.

EDUCATION & AWARDS

TECHNICAL LICENSE: DIGITAL GAMES

Estácio de Sá University
Rio de Janeiro, Brazil
2013 / 2015



GAME AWARD

BEST UNIVERSITY GAME (2015)

REFERENCES

EVANDRO CHAVES

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