# SENIOR UNITY DEVELOPER

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## ABOUT

Graduated with a bachelor's degree in Game Design at Anhembi Morumbi University (2016), I built and improved my career with experience in game development since 2013, having already worked with board games, 2D/3D games for iOS and Android and AR/VR applications in Unity. Applications in React Native, REST API in Node.js, and web dashboards in React.

Analytical thinking focused on problem solving. I constantly seek solutions and process improvements, prioritizing assertive communication and respect, which allows me to engage with the team, always maintaining a good relationship with colleagues.

## SKILLS

- **C#**
- **Unity**
- Game Design
- AR/VR
- React Native
- React
- Node.js
- SQL
- HTML5, CSS3
- JavaScript
- Scrum, Kanban
- Git

## PROFESSIONAL CAREER

**ba•io**                                        São Paulo-SP, Brazil
*Senior Unity Developer*                         Nov 2019–present
I am responsible for the development of the SimMics simulator (Unity), used for training on botox applications and developed the server API (Node.js). Development for HoloLens and mixed reality.

**JJC do Brasil**                                São Paulo-SP, Brazil
*React Native Developer*                         Oct 2018–Jul 2019
I was responsible for leading a small React Native team for the development of applications focused on the healthcare area.

**SIOUX GROUP**                                  São Paulo-SP, Brazil
*Unity Developer*                                Apr 2017–Sep 2018
I was a member of a small team for unity development of games: War, Perfil, Overjump Arcade, Mundo Ripilica.

**INTERCODE**                                    São Paulo-SP, Brazil
*Unity and React Native Developer*               Aug 2015–Mar 2017
I was responsible for maintaining and developing new features of the Coobo game and developer of applications in React Native.

## EDUCATION

- Game Design Bachelor's Degree (Anhembi Morumbi 2013–2016)
- Culinary Technologist (SENAC 2007–2009)

## CERTIFICATIONS

- CS50's Introduction to Computer Science (HarvardX - 2022)
- Unity + REST API + Node.js: Online Database (Udemy - 2020)

## LANGUAGES

- English: Advanced
- Portuguese: Native

## EXTRA ACTIVITIES

- Global Game Jam 2018
- Kolks Game Jam 2015

## PORTFOLIO

https://ramondelmondo.com