Jhonnatan Christofer Barbosa

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PROFILE

Portfolio: https://www.jhorro.com

Game Designer with strong skills in Programming, Design, and Art, possessing extensive collaborative experience with development teams in game creation. Contributes expertise by providing clear communication and dedication to projects. Values collaboration, recognizing its fundamental importance for the success of ventures. Stays consistently updated with market trends, ensuring that work is contemporary and appealing.

EXPERIENCE

SuperGeeks S.A. – São Paulo/SP, Brazil.   *October 2023 – December 2023*

Game Development Teacher - Full-time.

Worked with students on key skills such as creativity, problem-solving, teamwork, and communication, offering valuable industry insights. Developed a comprehensive curriculum to empower game developers, emphasizing both technical and personal skills, preparing students for successful careers in the game development industry.

Engineering For Kids Brasil – São Paulo/SP, Brazil.   *April 2023 – July 2023*

Game Development and Robotics Teacher - Full-time.

Empowered students in game development and robotics, promoting collaborative learning for the creation of engaging games while introducing them to the innovative world of robotics. By combining knowledge in both fields, stimulated critical thinking, and provided personalized guidance, preparing aspiring developers for successful careers in game design and the ever-evolving universe of robotics.

FoxTales Studios – São Paulo/SP, Brazil.   *March 2020 – March 2023*

Game Designer - Full-time.

Led design from conception to execution for multiple game projects. Developed technical documentation and fostered collaboration within multidisciplinary teams to deliver engaging gaming experiences.

EDUCATION

Pontifícia Universidade Católica de São Paulo – São Paulo/SP, Brazil.   *February 2020 – December 2023*

Bachelor's in Digital Games.

Universidade de São Paulo – São Carlos/SP, Brazil.   *February 2017 – January 2020*

Bachelor's in Statistics (Incomplete).

SKILLS

Softwares: Productivity (Microsoft Word, Excel, PowerPoint), Design and Illustration (Adobe Photoshop, Illustrator), 3D and Animation (Autodesk Maya, 3ds Max, Blender, ZBrush), Engines (Unreal, Unity), Programming (C/C#/C++, Python, HTML, PHP, JavaScript), Texturing (Substance Designer, Painter).

Languages: Fluent English, Native Portuguese and Basic Spanish.

Certificates:

- Learn ZBrush: Ultimate Course for Beginners/Intermediate (Udemy, 2023).
- Level Design Master Class: All in One Complete Course (Udemy, 2022).
- The Psychology of Games - Secrets of Good Game Design (Udemy, 2022).
- Harness the Power of Play: The 5 steps of Game Design (Udemy, 2022).
- Industry Standard Game Design Tests: The Ultimate Collection (Udemy, 2022).
- Maya for Beginners: Complete Guide to 3D Animation in Maya (Udemy, 2020).
- From Maya to Blender | Blender Basics for Maya user (Udemy, 2021).
- The Beginner's Guide to Animation in Unity (v5 to v2020+) (Udemy, 2021).
- Complete C# Unity Game Developer 3D (Udemy, 2022).
- Unreal Engine Blueprint Game Developer (Udemy, 2022).
- The Ultimate Drawing Course - Beginner to Advanced (Udemy, 2020).
- The Ultimate Digital Painting Course - Beginner to Advanced (Udemy, 2020).
- Advanced Python (USP/SAEComp, 2019).
- Unity Basics (USP/ICMC, 2019).
- Graphic Design (NEP, 2014).
- Microsoft Office Package (NEP, 2014).