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## Education

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**Concordia University** 2021  
Bachelor in Engineering, Software Engineering  
(Major) Option: Computer Games  
Montreal, Quebec

**Souza Lima Conservatory** 2007-2008  
First year of Jazz Performance and Studies  
São Paulo, Brazil

## Experience

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**Keywords Studios: Functionality game tester.** 2017-2019

- Performed manual **testing** on independent and AAA titles.
- Helped new testers with familiarization and project workflow.
- Created **test plans** such as: smoke tests and checklists.
- Used issue ticketing system **JIRA** to track and report bugs.

**School Project: mRides** Winter 2017

- Developed a native iOS/Android mobile application using the **ionic 2 Framework**
- Stored data on **MongoDB**.
- Performed testing using **Mocha** and **Chai** as an assertion library
- Tracked tasks and bugs using **JIRA** project management tool

**School Project: Room8** Winter 2017

- Performed corrective maintenance on projects developed the previous term
- Modified the project's architecture to use Aspect Oriented Programming.
- Project was developed using **Node.js**, **Grunt**, **Nodemon** and **MELD**

**School Project: The Casualties Report [Game]** Fall 2017

- Used **Unity** game engine for the development environment.
- Drew the art and animation using **Piskel**.
- Developed the functionality using **C#** in Visual Studio
- Organized tasks and managed the team's milestones with **Trello**

## Previous experience, Interests and Keywords

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**Work:** Basketball supervisor for Le Gym at Concordia University. Busboy at Weinstein & Gavino's restaurant.

**Languages:** Fluent in English and Spanish. Basic French and Portuguese.

**Computer skills:** Java, Python, C#, C++, Unity

**Interests:** Sports[Basketball, Soccer Tennis, Volleyball], Video Games, Manga, Dancing