

Game Developer

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ABOUT

Studying System Development, I have been developing games since 2019. I like to work as a team to solve problems creatively, always learning and using communication skills, that is why I always go on Game Jams, a great kind of place to use these skills.

Hard Skills

- **C#**
- **Unity**
- Python
- C++
- C
- SQL

Soft Skills

- **Teamwork**
- **Communication**
- Scrum
- Honesty
- Fast learner
- Problem-solving

Professional Career

Procter & Gamble

Louveira, BR

Key User

Jan 2021–present

I am responsible for managing projects of digitalization and automation by bringing new ideas to the table and being a leader of a small team.

Education

- System Analysis and Development Technology Bachelor's Degree (Unicamp 2022–2025)
- Mechatronics Technician (Technical school of Unicamp 2018–2020)

Projects Experience

- [Pong's Journey](#)

After doing Bullet Time, I was ready to work on a game without the help from a course. I decided to use my skills for "Brackeys Game Jam 2023.1", where my game got 36 ratings, staying at 153° out of 742 projects. This was a great project to learn about Unity psychic more deeply and use my skills of game design to fit a specific theme

- [Bullet Time](#)

This was my first big project in Unity 3D, I had to learn a lot of how Unity works, and by using the course [Learn To Create A First Person Shooter With Unity & C#](#), I made an FPS game. I improved my code by using POO concepts, which I've been studying on my degree, and also my game design choices, with the learnings from the book "Rules of Play: Game Design Fundamentals", by Katie Salen and Eric Zimmerman

Languages

- **English: Advanced**
- Spanish: Basic
- Portuguese: Native

Contact

[Portfolio](#), [Linkedin](#) and [GitHub](#)