

# PABLO OLIVEIRA

pablo.nog.olvr@gmail.com | São Carlos/São Paulo/Brazil

---

Game Programmer with 3 years of experience, focused on Gameplay Programming.

## Education

---

**University of São Paulo, Instituto de Ciências Matemáticas e de Computação** Jan 2019 – Dec 2023  
Bachelor of Computer Science

## Socials

---

**Portfolio:** [pabloomvr.github.io](https://pabloomvr.github.io)

**LinkedIn:** [linkedin.com/pabloomliveira](https://linkedin.com/pabloomliveira)

**Github:** [github.com/pabloomvr](https://github.com/pabloomvr)

## Skills

---

**Programming Languages:** C, C#, C++, Python, Java, Javascript, SQL

**Languages:** Portuguese (fluent), English (fluent), Spanish (A2 level)

**Technologies:** Unity, Unreal Engine 4-5, Git, Playfab, Photon Unity Networking, Latex, Photoshop, Blender, MongoDB

## Work Experience

---

**Game Programmer Intern** Sep 2022 – Present  
Umbu Games

- Implemented and fixed features in several areas such as Gameplay, Animation, Graphics, Audio, UI, Backend with Playfab and other game systems using Unity and Unreal Engine.
- Maintained and improved codebase of existing projects.

**Unity 3D/C# Programmer Intern** May 2022 – Aug 2022  
Zoyd Games

- Worked in three different projects implementing features in several areas such as Gameplay, Animation, Networking and UI using Unity Engine.

**Unity Game Developer** Apr 2020 – Apr 2022  
Fellowship of the Game, University of São Paulo

- Assisted in outreach group development activities by writing code in many areas of game development such as Gameplay, Audio, Animation, UI and AI.
- Helped create and develop important game design aspects in projects.
- Helped the organization of events held by Fellowship of the Game.

## **Undergraduate Research Scholar**

Sep 2021 – Sep 2022

University of São Paulo, Instituto de Ciências Matemáticas e de Computação

- Original project name: "Reconectando pela Neurociência: uma proposta de resgate do vínculo escolar e melhora da aprendizagem para adolescentes em conflito com a Lei."
- Designed, prototyped, and implemented an educational game with the proposal of rescuing the school bond of adolescents in conflict with the Law by teaching how to recognize and deal with emotions.