

Igor Ribeiro Barboza

Belo Horizonte - Brazil | +55 31 99986-6124 | rbigor97@gmail.com
linkedin.com/in/igor-barboza | behance.net/igorribeiro29

SUMMARY

A professional with a degree in Digital Game Technology and a postgraduate degree in Artificial Intelligence from Pontifícia Universidade Católica de Minas Gerais – PUC Minas. I worked as an Instructor at Codebuddy, teaching programming to children and adolescents. Within the same company, I was promoted to Technical Coordinator. As a freelancer, I developed an educational game called Conecta Chronos in collaboration with a master's student from the Federal University of Minas Gerais. The game was created using Unity 3D and C#, and once completed, it was made available to the public at the Espaço do Conhecimento museum during an exhibition period.

EDUCATION

Data Science e Big Data - Specialization (Postgraduate Degree)

Pontifícia Universidade Católica de Minas Gerais | 2024 - Present

Artificial Intelligence - Specialization (Postgraduate Degree)

Pontifícia Universidade Católica de Minas Gerais | 2021 - 2023

Digital Game Technology - Bachelor's Degree

Pontifícia Universidade Católica de Minas Gerais | 2015 - 2018

PROFESSIONAL EXPERIENCE

CODEBUDDY - SUPERGEEKS | 2022-2024

Technical Coordinator

- Managed the team of instructors and managed the school's activity schedule.
- Responsible for training the team of instructors.
- Responsible for monitoring the process of applying classes and the content taught.

FREELANCER - CONECTA CHRONOS | 2021 - 2022

Game Designer, Game Developer

- Responsible for game design and development of game mechanics and interaction.
- Responsible for developing 3D models, animations and level design.
- Collaborated with the programming of the main systems in Unity 3D using C#.
- Performed testing and debugging processes to ensure the game's functionalities.

CODEBUDDY | 2019 - 2022

Programming Instructor

- Taught children and teenagers the fundamentals of programming logic and languages (C++, C#).
 - He worked with classes on projects developing digital games, applications and robotics.
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SKILLS

Unity | C# | Python | R | Blender | 3D | Animation | Rigging | Texturing | Digital Painting | UI/UX | AI | Machine Learning | SQL | Data Analysis | OOP | Version Control | Git | Design Patterns

LANGUAGES

English - Intermediate | Portuguese - Native