Igor Ribeiro Barboza

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SUMMARY

A professional with a degree in Digital Game Technology and a postgraduate degree in Arti cial 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

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

BLUE GRAVITY STUDIO| 2024-2024
Unity Programmer

> I worked on the development of a WebGL game using Unity Engine and C#, implementing the UI of the game, the online chat system, and animations for the HUD and character. I also collaborated with others on the online functionalities.

CODEBUDDY - SUPERGEEKS | 2022-2024
Technical Coordinator

> Responsible for managing and training the team of teachers, reviewing the content taught to our students, and closely monitoring our most advanced classes in the development of applications and games.

FREELANCER - CONECTA CHRONOS | 2021 - 2022
Game Designer, Game Developer

> Responsible for the entire development process of the educational game Conecta Chronos. This involved programming in C# using the Unity Engine, developing 3D models, and animations. The entire process took 1 year to complete.

CODEBUDDY | 2019 - 2022
Programming Instructor

> Assisted children and adolescents in learning programming logic and various programming languages. Also collaborated with them on several game, application, and robotics projects.

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| WebGL | Photon

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LANGUAGES

English - Advanced| Portuguese - Native