

João Gabriel Moraes

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Summary

Computer Engineer with large variety of skills:

In Game Design: Game development with Unity and C#, Gameplay Programming, Game Engine production with OpenGL and C++, Gameplay Design, GDD (Game Design Document) production and Level Design.

In Machine Learning: ML assisted Computer Vision with Python, Pytorch, Pandas, OpenCV and YOLO; NLP applications with LLM models like GPT 3.5 and Palm.

Software Engineer specialized in Back End with skills in REST API design with Java Spring, Database Management with PostgreSQL, MySQL.

Currently Studying Data Science with Python, pandas, Seaborn and Matplotlib.

I have a lot of experience working remotely with teams using agile methods like SCRUM, using softwares like JIRA and Clickup and coding collaboratively using Github and Bitbucket.

Over 5 years of experience in game design and game development with Harvest of Shadows.

Under 3 years of experience with Machine Learning applications.

CEO of Pixel Castle

Experience

IT Manager

Revest Bem

Apr 2024 - Present (5 months)

Manager of the Information Technology sector, responsible for evaluating systems, implementing technologies and developing the company's digital tools



CEO

Pixel Castle

Aug 2016 - Present (8 years 1 month)

Designed and developed gameplay mechanics, levels, and puzzles for Harvest of Shadows

Collaborated with cross-functional teams including artists, programmers, and sound designers to create immersive gaming experiences

Conducted user research and playtesting sessions to gather feedback and iterate on game design elements

Created detailed design documents outlining game mechanics, rules, objectives, and progression systems

Utilized industry-standard software tools (e.g., Unity or Unreal Engine) to build prototypes and test gameplay ideas

Optimized game performance by identifying bottlenecks in code or assets and implementing necessary improvements

Worked closely with the art team to integrate visual assets into the game while maintaining artistic vision



Connected Vehicle Data Researcher

Ford Motor Company

May 2023 - Apr 2024 (1 year)

Research and Development with Feature Optimization in connected vehicles, data mining involving Big Query, Pandas, Python and SQL.



Data Scientist

Ford Motor Company

Apr 2021 - Jul 2023 (2 years 4 months)

Research through the IEL program in the area of Machine Learning with an emphasis on Convolutional Neural Networks, Visual Computing and distributed systems in high-performance clusters. Involving CVAT, Python, Tensorflow, Pytorch and OpenCV.

Programmer

3soft Sistemas Ltda

Aug 2020 - Apr 2021 (9 months)

Systems Analysis with an emphasis on the production and maintenance of ERPs, also migration of legacy Databases (Firebird) and DBMS modeling in PostgreSQL.

Teacher

Centro De Formacao Tecnologico Esater

Oct 2015 - Aug 2020 (4 years 11 months)

Teaching English to Technical Education Students with an emphasis on Imaging Equipment.

Programmer

3soft Sistemas Ltda

Dec 2019 - Apr 2020 (5 months)

Internship with focus on ERP (Enterprise Resource Planning) using RAD (Rapid Application Development)

Education

Bachelor in Engineering, Computer Engineering

Feb 2011 - Aug 2021



Newcastle University

Bachelor's degree, Computer Science (Game Engineering)

2014 - 2015




Universidade Salvador


Bachelor's degree, Information Systems

2018 - Present


Licenses & Certifications


 **Unity Junior Programmer** - Unity


 **Certificado EF SET Certificate** - EF Standard English Test (EF SET)

 **Amazon Lightsail: descomplicando a nuvem** - Alura
bb253ff0-c645-4aad-b5a5-7095a55345b7


 **Formação Aprenda a programar em Java com Orientação a Objetos** - Alura
d6d49bae-a89b-46cd-9729-c31def9e51f0

 **Java: persistência de dados e consultas com Spring Data JPA** - Alura
48791bc8-d271-4034-b57a-a1ad64271889

 **Formação Java e Spring Boot** - Alura
16db72af-9b6c-41a2-98be-abd14f0ec4dc

 **Docker: criando e gerenciando containers** - Alura
90821b71-0c2c-482c-b4cf-3963ec5bbefc

 **Cloud Onboarding: trabalhando com os principais provedores** - Alura
600079c2-081b-435b-86d5-4cfc9449727f

 **Data Science: explorando e analisando dados** - Alura
4299416e-734e-4751-974f-c744184c291b

 **Definitive Guide for Unity Game Development** - Udemy
UC-21f95617-495b-4545-bcc8-fb224bb62507

Skills

Data Science • People Management • Software Development • Spring Framework • Data Analysis •
Matplotlib • Seaborn • Unity • Level Design • User Interface Design