



# Sthuary Gonzaga



GAME DEVELOPER

## CONTACT

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## ADDITIONAL INFORMATION

### Licenses and certificates

- **Unity Certified Professional: Programmer**  
Unity Technologies
- **Unity Essentials Pathway**  
Unity Technologies
- **Unity Junior Programmer**  
Unity Technologies
- **Getting Started With AI on Jetson Nano**  
NVIDIA Deep Learning Institute

### Participations and Events

- **Global Game Jam 2020**  
Curitiba/PR - PUC
- **Global Game Jam 2014**  
Rio de Janeiro/RJ - Senai
- **SBGames 2013**  
São Paulo/SP - Mackenzie
- **Workshop at Design Week 2013**  
Rio de Janeiro/RJ - Senac

## PROFILE

Since childhood I've been passionate about everything related to games, answering the classic question of "what am I gonna work with when I grow up?" was kind of easy for me. Currently I seek to be part of a team surrounded by creative and experienced professionals who will contribute to the improvement of my abilities. A productive environment where I can exchange good ideas and experiences in order to provide good solutions through impactful and relevant projects.

## EXPERIENCE

08/2022 - Now

Hydra Games

### Unity Developer

Here I create interactive and innovative games for iPads, desktops and the web, using Unity (C#) and a proprietary engine (Lua script).

I participated in the development of more than 6 games, which run on a base of more than eight thousand devices. Being responsible for implementing new mechanics, code optimization and bug fixes.

04/2019 - 07/2022

Orakolo  
Tecnologia

### Unity Developer

Active participation in all creation processes, from initial conversations with customers, to architectural design, user experience, programming, testing, publishing and maintenance. Coordination of a small team of interns, managing projects and delegating functions. Development of applications for desktop, tablets, smartphones, VR, AR.

2015 - 2016

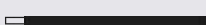
Tilt Machine  
Game Studio

### Unity Developer

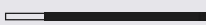
Mobile game development for IOS and Android. Responsible for all the logical part of the game Mr. Avalanche. Implementation of new features, maintenance and testing.

## LANGUAGES

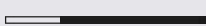
English



Reading

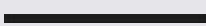


Writing

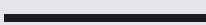


Conversation

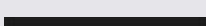
Portuguese



Reading



Writing



Conversation

## EDUCATION

2021 - 2021

Unity  
Technologies

### UCP Courses - Unity Certified Programmer

Preparatory courses for the official Unity certification.

2013 - 2015

Universidade  
Estácio de Sá

### University education - Digital Games

Opportunity to meet teachers who work with games. Participation in the 3rd Inter T.I., taking second place.

2007 - 2013

Fisk

### Language Course - English

Conversation and grammar classes. Contact with natives of other countries. 1st place in the Spelling contest.

2010 - 2012

Colégio Realengo

### Technical High School

Technical course in Tourism. Used to help organize technical trips to the school.