

Anderson Tonin Thums Game Developer

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**Professional Summary** Game Developer with a degree in Digital Games Technology from Universidade de Caxias do Sul and over 3 years of experience in the field. Specialized in Unity and C#, passionate about creating immersive and innovative experiences. Strong knowledge in gameplay mechanics, AI, and performance optimization. My interest in games led me to explore new technologies, including Unreal Engine, which I am motivated to learn and develop. Seeking opportunities to contribute to international projects and creative teams.

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## Work Experience

### WMC Tecnologia — Support Analyst (Aug 2024 - Present)

- Provided specialized technical support to ERP software users.
- Conducted client training, database analysis, and incident resolution.
- Collaborated with teams to ensure system stability and customer satisfaction.
- Developed skills in problem analysis, communication, and technology processes.

### Ortafrutti Market — Department Leader / Assistant Manager (Mar 2023 - Ago 2024)

- Led and coordinated a team in daily operations, ensuring efficiency and productivity.
- Developed skills in leadership, discipline, teamwork, and business organization.
- Handled customer service, problem resolution, and clear communication.
- Demonstrated responsibility and adaptability in a dynamic retail environment.

### Brazilian Army — 3rd Sergeant (Mar 2015 - Feb 2023)

- 8 years of active service in the Brazilian Army, performing leadership and team coordination roles.
  - Developed strong skills in leadership, discipline, and clear communication.
  - Experienced in working under pressure and solving complex problems.
  - Demonstrated high responsibility and reliability.
  - Adapted effectively to new environments and operational contexts.
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## Personal Projects

### Revelação — Psychological Horror Game

- Psychological horror game set in an abandoned prison where the player investigates a crime.
- Complete project development, including programming, 3D modeling, audio design, and visual art.
- Technologies used: Unity, Blender, Audacity, GIMP, Mixamo.
- Link: <https://andersontt.itch.io/jogo-revelao>

## **Dodge Circle — Casual One-Button Game**

- Casual one-button game where players must master their movement to avoid endless obstacles.
  - Responsible for programming the game.
  - Technologies used: Unity, Visual Studio, Audacity, GIMP.
  - Link: <https://andersontt.itch.io/dodge-circle>
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## **Technical Skills**

**Programming Languages:** C#, Python, JavaScript, HTML, CSS, SQL (MySQL)

**Game Development / Engines:** Unity, Unreal Engine (learning)

**Tools / Software:** Git, Blender, Software Modeling for Games and Apps

## **Certifications / Courses:**

- Programming for Digital Games – Beginner Level (C#)
  - Introduction to Mobile Game Development with Unity
  - Software Modeling for Game and App Development
  - HTML and CSS
  - JavaScript
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## **Education**

**Universidade de Caxias do Sul (UCS) — Technologist in Digital Games** (*Feb 2020 – Dec 2022*)

- Key topics: Unity, C#, Game Design, Audio Laboratory, Psychology for Digital Games, and more.