

Guilherme de Campos Cruz

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Programmer with experience in game, software and web development, specializing in C#, C++, and PHP. Passionate about interactive applications, with hands-on experience in frontend and backend development across different industries.

*Frequently the go-to person among peers for diagnosing and solving both hardware and software issues.*

## • SKILLS

**Programming:** C#, C++, PHP, JavaScript

**Web Dev:** Bootstrap, Laravel, jQuery

**Databases:** PHPMyAdmin, MySQL, MariaDB

**Tools & Frameworks:** GitHub, Scrum **Engines:**

Unity, Unreal Engine

**Tools:** Illustrator, Photoshop, Premiere

## • SOFT SKILLS

**Problem-solving & Research:**

Recognized for quickly diagnosing and resolving issues.

**Critical Thinker:**

Approach challenges as opportunities to deepen knowledge and improve solutions.

**Collaboration & Communication:**

Developed strong collaboration skills by working effectively in team environments.

## • ADDITIONAL INFO

**References & Recommendation**

Recommendation letter available upon request for verification of skills and experience. **Open to relocation or remote work.**

## • LANGUAGES

Portuguese (Native)

English (C1)

Spanish (B1)

German (A2)

## WORK EXPERIENCE

*All work experience consists of internships where I collaborated on real-world projects in game and web development.*

### Digital Game Developer – Volt Games

- Developed UI components to improve game navigation and user experience.
- Created a dynamic inventory system using MVC architecture, linked to a database for managing metadata.
- Designed an interactive system that converted metadata into digital collectibles.

### Technical Assistant - RST Ferramentas

- Maintained the company's database.
- Translated and updated digital manuals for tools.

### Web Developer - Yellowfish Transfers

- Designed and implemented a full-stack web solution for partner agents using PHP, SQL, HTML, and Bootstrap.

### Software Developer - Yellowfish Transfers

- Developed a database and barcode scanning software for registering automotive parts using C#, JSON/XML, SQL.

### Digital Game Developer - Yellowfish Transfers

- Developed a Unity2D game prototype using C#.

## EDUCATION

### BACHELOR IN DIGITAL GAMES & MULTIMEDIA

*Escola Superior de Tecnologia e Gestão - Politécnico de Leiria*

- Specialized in game programming with insights into design and art.
- Gained hands-on experience with game engines, development techniques, and programming languages.

### TESP IN WEB & MULTIMEDIA

*Escola Superior de Tecnologia e Gestão - Politécnico de Leiria*

- Focused on web development, both frontend and backend (PHP, HTML, CSS, Bootstrap, JavaScript).
- Acquired skills in server-side programming, multimedia editing, and digital marketing strategies.