

# Guilherme Cunha

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**Education**      **Bachelor of Computer Science (2010)**  
Pontifícia Universidade Católica de Minas Gerais, Belo Horizonte, MG - Brazil

**Master in Informatics (2013)**  
Pontifícia Universidade Católica do Rio de Janeiro, Rio de Janeiro, RJ - Brazil  
                         - Emphasis on image processing and machine learning

**Master in Digital Media (started on 09/2014, ETC 09/2015)**  
Centre for Digital Media, Vancouver, BC - Canada  
                         - Emphasis on game development  
                         - Created an online multiplayer game prototype in collaboration with  
                         Vancouver indie game company Radial Games  
                         - Worked on a second screen digital trading card game prototype for  
                         client Rainmaker Entertainment

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**Languages**      Advanced English  
                         Basic Spanish  
                         Native Portuguese

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**Technical Skills**      **Primary experience:** C#/C++/Unity3D  
                         **Also worked with:** PHP/Java/MySQL/DB2

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**Work Experience**      **IBM, Belo Horizonte (01/2009 to 07/2009) - Internship**  
Managed DB2 databases and provided support to global teams.

**VisionLab PUC-Rio, Rio de Janeiro (10/2011 to 04/2013) - Research**  
Developed Ms. dissertation and shipped the mobile puzzle game *Mass Reaction*.

**Games4Unity, Belo Horizonte (07/2013 to 07/2014) - Professional**  
Developed an avatar customization app. Ported the game *GrandChiefSports* to mobile platform. Worked with dynamic UI content with information gathered via web-service communication and XML.

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**Portfolio**      <http://ynotgames.com/ynotwp/>

**Github**      <https://github.com/Caspila>