

# KEVIN LIMA GRANDEZ

Game Developer

## PROFILE

Kevin Lima Grandez is a Game Developer with over 5 years of experience in the game industry, with experience in Web, PC and Mobile titles. He is focused on Gameplay, UI, Animation and Sound programming, Also has experience in 3D Art for games and manage indie game dev teams.

## CONTACT INFO

**Website:** kevingrandez.com  
**Email:** kevinlg08@gmail.com  
**Address:** João Pessoa, Brazil

## SKILLS

### CREATIVE

Working with game developer always close to the artists, game designers and making 3D models, I was able to add creativity in the way I make games.

### TEAMWORK

I always worked in games with a team and participated in jams like global game jam with different teams every year, developing how to work with a team and keep a good work environment.

### COMMUNICATION

Spoke in Lectures and events about game development.

### LEADERSHIP

Manage artists in different game jams and projects for integration with the programming part, acting as a mediator.

### CLEAN CODE

In my experience as a developer, I always keep my code clean so it can be reused, easy to maintain and readable.

## EXPERIENCE

### VOLUNTEER 3D ARTIST AT FÁBRICA DE SOFTWARE UNIPE

Game development to help in learning subjects in the technology area.

Feb 2016 - Nov 2016

### GAME DEVELOPER AT GAMELAB ESTÁCIO

- **Gameplay Programmer** at the game "Ever Witch", a mobile game. Making power-ups to the game character and some interactions and effects.
- **Backend developer / UI programmer** at the game "Donkey Wheels", a mobile game. Using the technology "GameSparks" to backend and making the tutorial and game hints during gameplay.
- **Game List:** Ever Witch, Donkey Wheels.

Sep 2017 - Nov 2018

### DEVELOPER AT LPNEC - UFPB

Development of software and simulators to assist in Perception, Neuroscience and Behavior research. using Unity.

Mar 2019 - Jun 2019

### DEVELOPER AT THINKBOX

Development of educational tools and mobile apps using Unity.

Feb 2020 - Aug 2021

## EDUCATION

### BACHELOR'S DEGREE, COMPUTER SCIENCE

My monography was developed a game to help IT students to learn programming logic using puzzles.

2016-2020 Unipê

## SOFTWARES AND LANGUAGES

Unity	●●●●○	C#	●●●●○
Blender 3D	●●●●○	Java	●●●●○
Adobe Tools	●●●●○	Typescript	●●●●○
Google Docs	●●●●●	Python	●●●○

## LANGUAGES

### English

Speaking	Writing	Listening	Reading
●●●○	●●●○	●●●○	●●●○

### Portuguese

Speaking	Writing	Listening	Reading
●●●●●	●●●●●	●●●●●	●●●●●