

# TATIANA BERNARDO

GAME DESIGNER

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## ABOUT ME

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My passions are video games, learning new technologies and creating art. I am always eager to work on projects that combine these interests.

## MY SKILLS

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UNITY	██████████████████
PHOTOSHOP	██████████████████
ILLUSTRATOR	██████████████████
3DMAX	██████████████████
MAYA	██████████████████
C#	██████████████████
JAVASCRIPT	██████████████████
HTML	██████████████████
CSS	██████████████████
LEVEL DESIGN	██████████████████

## LANGUAGES

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ENGLISH	██████████████████
PORTUGUESE	██████████████████
JAPANESE	██████████████████

## REFERENCES

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References available upon request.

## WORK EXPERIENCE

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**JUNIOR DEVELOPER**  
(2017 - Present)

**Square Enix Europe - London, UK**  
As a full stack engineer, I create APIs and backend services; and ensure their successful integration with the ReactJS frontend. This requires me to not only write clean and readable code but to interact with a diverse range of teams and games.

**QA ANALYST**  
(2015 - 2017)

**Square Enix Europe - London, UK**  
I assisted the development team by running tests on their web based applications, to guarantee their stability and reliability. These tests were then converted into an automated test framework, which further improved the effectiveness and efficiency.

**GAME DESIGNER**  
(2014 - 2015)

**Sioux - São Paulo, BRAZIL**  
I worked with several clients; tailoring clever and innovative advergames, digital board games, and learning objects.

**COMMUNITY MANAGER AND COSTUMER SUPPORT**  
(2013)

**Pipa Studios - São Paulo, BRAZIL**  
I provided engaging content and small contests for the users of our game, as well as helping them with issues they had.

## OTHER EXPERIENCE

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**GAME JAMS**

As an opportunity to expand my knowledge, I frequently participate in Game Jams. My most recent projects include a corgi platformer and an alien first-person puzzle.

## EDUCATION

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**BACHELOR OF GAME DESIGN**  
(2010 - 2013)

**Universidade Anhembi Morumbi (Brazil)**  
I designed and developed six major games, which included board games and fully animated 3D video games.