

TATIANA BERNARDO

# GAME DESIGNER

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## ABOUT ME +

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 +

[illegible]

## LANGUAGES +

ENGLISH

PORTUGUESE

JAPANESE

## REFERENCES

References available upon request.

## WORK EXPERIENCE +

# WEB DEVELOPER

(2018 - Present)

**Square Enix Europe - London, UK**

As a full stack engineer for the front end team, I work with several products, creating their main websites in ReactJS and Gatsby. I organise the content sent by clients, as well as the design and transform that into useful and readable code.

## JUNIOR DEVELOPER

(2017 - 2018)

**Square Enix Europe - London, UK**

In my junior role, I assisted senior developers with their applications and small bug fixes, using Elixir and Javascript.

QA  
ANALYST

(2015 - 2017)

**Square Enix Europe - London, UK**

I assisted the development team by running tests on their web based applications.

## 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

## 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 +

# 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.