

Yara Grassi Gouffon

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Portfolio: <http://yaragg.github.io/en/>
Code: <https://github.com/yaragg>
<https://www.linkedin.com/in/yaragg>

OBJECTIVE: Seeking to gain experience in many areas of game development, including programming, game design and narrative design.

EDUCATION: **University of São Paulo** São Paulo, Brazil
Bachelor of Science in Computer Science, 2012 – 2017 Grade: 7.5/10

Rochester Institute of Technology Rochester, NY
Bachelor of Science in Game Design and Development GPA: 3.97/4.0
Exchange student from the Brazilian Scientific Mobility Program (2015-2016)

EXPERIENCE: **PushStart** São Paulo, Brazil
Game Developer 2018 – present
Game Development intern July 2017 – December 2017

Projects:

Intern recruitment game for Braskem (2020): game made in Construct 3 to be used as a tool for cultural fit and personality assessment in Braskem's intern recruiting program. Brainstormed, proposed and implemented mini-games.

Wow Animals Runner (2020): runner game made in Construct 3 for Facebook Instant Games. Proposed and developed concept, worked with game design and art teams to specify mockups and assets, and implemented game.

MIND Research Institute's ST Math (2017-2020): math games made in JavaScript (ES6) for PC and mobile. Programmed games from start to finish following MIND's specifications, fixed bugs and polished games. Performed code reviews and mentored interns and new developers on the team. Acted as point of contact between my Brazilian team and the American design, development and QA team from MIND.

Luna's Lab (2017): game made in Unity for Android and iPhone. Fixed bugs, polished gameplay, added sounds and implemented game telemetry using GameAnalytics.

Google Play: <https://play.google.com/store/apps/details?id=br.com.pushstart.labluna>

App Store: <https://apps.apple.com/br/app/laborat%C3%B3rio-da-luna/id1334762782?l=en>

SKILLS:

Programming languages:	HTML5, CSS, JavaScript, Java, C, PostgreSQL, Processing, Perl, C#, Python
Software & Frameworks:	Git, Phaser, Twine, Unity, RPG Maker XP/VX Ace, Construct 3, Linux
Foreign Languages:	Fluent Portuguese and French, basic Spanish, beginning Japanese
Other:	Strong musical background (8 years violin/3 years piano classes), artistic background (4 years drawing classes), agile programming

PROJECTS:

- ***Tati Tatu (2019):*** a visual novel about an armadillo in a journey for independence and self-discovery. Made with a team of 8 women for the Women Game Jam. Wrote part of the story and dialogue, and implemented in Ren'py.
- ***The Nest (2016):*** a high fantasy visual novel made in 2 months for a course at RIT. Wrote the story and dialogue, created character designs and art, and implemented in Ren'py.
- ***Horde War Z (2015):*** a zombie shooter developed in 2 months for a course at RIT. Programmed squad system, fixed bugs, implemented sounds and wrote intro stories. Made in Unity with a team of 4.
- ***We Only Missed the Bots (2015):*** a Global Game Jam project developed in Construct 2. Managed a team of 4 people, programmed mechanics, designed challenge levels and picked the soundtrack.